

Call for Papers

Video Processing for Human Behavioral Analysis (VP-HBA) Track

The 36th ACM Symposium on Applied Computing (SAC 2021)

March 22 - March 26, 2021, Gwangju, Korea

http://phuselab.di.unimi.it/VP-HBA2021

Track Chairs

Donatello Conte (Université de Tours)
Giuliano Grossi (Università di Milano)
Jianyi Lin (Khalifa University)
Jean-Yves Ramel (Université de Tours)

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- Florence Sedes (Université de Toulouse)
- Kristina Yordanova (Universität Rostock)
- Naoufel Werghi (Khalifa University)

Important Dates

Submission of regular papers
~~September 15, 2020~~
September 28, 2020 (extended)
Notification of acceptance/rejection
November 10, 2020
Camera-ready copies of accepted papers
November 25, 2020
SAC Conference
March 22 - March 26, 2021

Motivations and topics

The *ACM Symposium on Applied Computing* (SAC 2021) has been a primary gathering forum for applied computer scientists, computer engineers, software engineers, and application developers from around the world. SAC 2021 is sponsored by the *ACM Special Interest Group on Applied Computing* (SIGAPP), and will be held in Gwangju, Korea. The technical track on *Video Processing for Human Behavioral Analysis* (VP-HBA) is at its second edition and is organized within SAC 2021.

Aiming at bridging the gap between human and machine vision, video signal is probably the main cue that multimodal machine learning and pattern recognition tools rely on. Among the difficult tasks dealt with in this domain, human behavior understanding is surely accounted a challenging one. Activities such as action recognition, affective computing, human computer interaction, urban analytics, or applications in health, security, robotics and video games are undoubtedly well-established topics in which computer vision plays a fundamental role. Studying human-human or human-computer interactions has also attracted increasing attention in recent years due to its widespread meaning and applications. Furthermore, the advancements in computer vision for social behavior analysis can bring ubiquitous changes in the society. However, despite significant research progress, the automated understanding of a wide range of human activities from visual as well as multimodal data still remains a source of challenging topics.

This track mainly intends to focus on all aspects of computer vision, pattern recognition and machine intelligence devoted to the automatic analysis of human behavior by applying recent or novel video and multimodal data processing techniques. The scope of VP-HBA spans, but is not limited to, the following topics:

- Human behavior analysis from visual and multimodal information
- Information fusion for the analysis of human behavior
- Affective computing and interaction
- Cognitive interaction understanding
- Visual attention models and systems
- Crowd and social behavior understanding
- Human and group action recognition
- Human-machine interaction
- Databases for human-human interaction
- Scene understanding
- Automatic tracking in videos
- Social networks analysis
- Modeling and simulation of human interactions
- Multimodal dyadic interaction
- Artificial intelligence for human interaction analysis
- Pervasive computing for human interaction understanding
- Computer vision for health emergencies
- Gesture and gait analysis
- Applications of behavior analysis methods, e.g., in medicine, sports and games, well-being, security, environment

Submission Guidelines

Authors are invited to submit original and unpublished papers of research and applications for this track. The author(s) name(s) and address(es) must not appear in the body of the paper, and self-reference should be in the third person. This is to facilitate **double-blind review**. Please, visit the website for more information about submission

SAC No-Show Policy

Paper registration is required, allowing the inclusion of the paper/poster in the conference proceedings. An author or a proxy attending SAC MUST present the paper. This is a requirement for the paper/poster to be included in the ACM digital library. No-show of registered papers and posters will result in excluding them from the ACM digital library.