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Advances in Multimedia

Special Issue on
Communication of Human Affect using Smart-Multimedia

Call for Papers

While CPU power, machine learning and artificial intelligence have gradually eliminated tedious manual procedures and, to a certain extent, have automated human analysis and decision making, human *intentions* and *responses* remain the central command in many applications. For example, Affective Computing attempts to understand *human* feelings, Quality of Experience focuses on understanding *human* satisfaction, and Visual Analytics aims at analyzing perceived content of *human* viewer. In social web and games, *human* is often embodied as a virtual character (avatar) either explicitly or implicitly, interacting with the virtual or augmented world. Interaction is a mean to reflect the emotion or thought of a *human* user. With the advancement of 3DTV technologies, *e.g.*, stereoscopic display, multi-view video and high-definition immersive environment, strengthened by the many well developed signal processing and communication techniques, human affect, *i.e.*, facial expression and body language, is able to be detected, understood and translated effectively.

The focus of this special issue is to explore this emerging area and provide a venue for exchanging novel algorithms and experimental findings. We invite submissions on, but are not inclusive to:

- Acquisition and modeling of human affect.
- Expressing participant's human affect in virtual and augmented multimedia environment.
- Coordination of human affect in a collaborative environment, including agent collaboration.
- Visualization and analysis of human affect using 3DTV technologies, *e.g.*, stereoscopic display, multi-view video, free-viewpoint and glasses-free viewing.
- Enhancement of human affect using depth and multimedia information.
- Real-time transmission of human affect data over the Internet, which include cloud and mobile computing.
- Compression, quality assessment and optimization of human affect in the multimedia processing pipeline.
- Human affect manipulation interfaces, tools and applications.
- Analysis of human affect in healthcare, rehabilitation, games, and education.

Before submission authors should carefully read over the journal's Author Guidelines, which are located at http://www.hindawi.com/journals/cdi/guidelines.html. Prospective authors should submit an electronic copy of their complete manuscript through the journal Manuscript Tracking System at http://mts.hindawi.com/ according to the following timetable:

Manuscript Due	March 18, 2012
First Round of Reviews	June 18, 2012
Publication Date	September 18, 2012

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