

HTBA 2022

International Workshop on Human Tracking and Behaviour Analysis



October 19-21, 2022
Dijon, France

Topics

- Human position tracking
- Human pose tracking
- Action classification / learning
- Gait recognition
- Emotion recognition
- Hand tracking
- People detection
- Pedestrian trajectory prediction
- Video surveillance
- Buying acts recognition
- 2D and 3D motion analysis
- Video games interfacing
- Soft computing approaches for embedded multimedia system
- Avatar animation
- Gesture integration in virtual reality environment

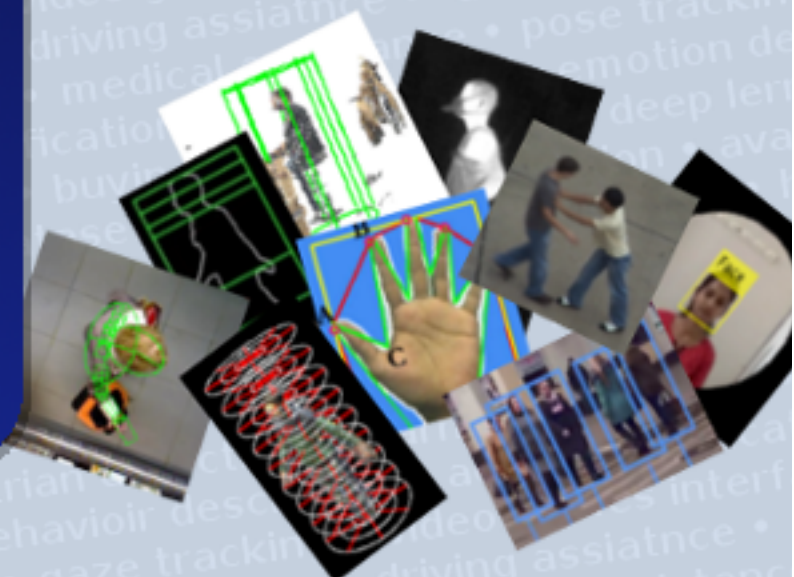
Important dates

Submission deadline
July 15, 2022

Acceptance/Reject notification:
September 9, 2022

Camera-ready:
September 16, 2022

Author Registration:
September 16, 2022



Collocated with:

SITIS 2022 - The 16th International Conference on
SIGNAL IMAGE TECHNOLOGY & INTERNET BASED SYSTEMS



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and Behavior Analysis

SCOPE

Video processing to analyse human gesture is a hot and promising topic since it was adopted in many various applications as video surveillance, medical monitoring, virtual reality, interaction with machines, etc. The human class is a core concern of research and industry because it points the way towards the artificial intelligence. How can a computer do the same interpretation of a scene that a human can do? The possibilities are endless but are reliant on the effectiveness of primal processes: analysing and recognizing human gestures and behaviours.

This workshop aims to investigate the various meanings, media (2D or 3D captors) and constraints (real-time) that leads to answer to the three main steps of this problematic : tracking, description and learning. The processes have to be adapted to the particularly complex class of the human. The way to follow movement, describe gesture and recognize behaviours at different level (full body, legs, hand, etc.) will be brought.

RECENTLY PUBLISHED ARTICLES

- Anticipation of Everyday Life Manipulation Actions in Virtual Reality
- Abnormal Crowd Behaviour Recognition in Surveillance Videos
- Shot Detection in Racket Sport Video at the Frame Level Using A Recurrent Neural Network
- Action and intention recognition of pedestrians in urban traffic
- Machine Learning for Video Action Recognition: a Computer Vision Approach
- Kinematic Covariance Based Abnormal Gait Detection
- Pholder: An Eye-Gaze assisted reading application on Android
- Occupancy Analysis of Soccer Fields using Wide-Angle lens
- Automatic analysis of activities in sports arenas using thermal cameras
- Motion Analysis for Cooking Motion Recognition
- Action Recognition Online with Hierarchical Self-Organizing Maps
- Tracking People in Dense Crowds using Supervoxels

SUBMISSION & PUBLICATION

Each submission should be at most 8 pages in total including bibliography and well-marked appendices and must follow the IEEE double columns publication format.

All the papers accepted for the workshop will be included in the conference proceedings. The proceedings will be published by IEEE Computer Society. Content will be submitted to the indexing companies for possible indexing. They will be available at the conference.

At least one author of each accepted paper must register for the workshop. Workshop registration fee is determined by SITIS. A single registration for the workshop or the conference allows attending both events.

CONTACTS

<https://www.sitis-conference.org/2022/contribute/workshops/htba/>

.@ : Cyrille.Migniot@u-bourgogne.fr

Tel : +330.380.393.692

Workshop Co-Chairs

Cyrille Migniot, ImViA, Université de Bourgogne, France

Fakhreddine Ababsa, Institut Image, UPSEN Arts et métiers ParisTeche, France



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