Preface

Human-Computer Interaction (HCI) lies at the crossroads of many scientific areas including artificial intelligence, computer vision, face recognition, motion tracking, etc. In order for HCI systems to interact seamlessly with people, they need to understand their environment through vision and auditory input. Moreover, HCI systems should learn how to adaptively respond depending on the situation.

The goal of this workshop was to bring together researchers from the field of computer vision whose work is related to human-computer interaction. The articles selected for this workshop address a wide range of theoretical and application issues in human-computer interaction ranging from human-robot interaction, gesture recognition, and body tracking, to facial features analysis and human-computer interaction systems.

This year 45 papers from 18 countries were submitted and 19 were accepted for presentation at the workshop after being reviewed by at least 3 members of the Program Committee.

We would like to thank all members of the Program Committee, as well as the additional reviewers listed below, for their help in ensuring the quality of the papers accepted for publication. We are grateful to Prof. Kevin Warwick for giving the keynote address.

In addition, we wish to thank the organizers of the 8th European Conference on Computer Vision (ECCV 2004) and our sponsors, the University of Amsterdam, the Leiden Institute of Advanced Computer Science, and the University of Illinois at Urbana-Champaign, for support in setting up our workshop.

March 2004

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International Workshop on Human-Computer Interaction 2004 (HCI 2004)
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