

Table of Contents

Multimodal Human Computer Interaction: A Survey	1
<i>Alejandro Jaimes and Nicu Sebe</i>	

Tracking

Tracking Body Parts of Multiple People for Multi-person Multimodal Interface	16
<i>Sébastien Carhini, Jean-Emmanuel Viallet, Olivier Bernier, and Bénédicte Bascle</i>	

Articulated Body Tracking Using Dynamic Belief Propagation	26
<i>Tony X. Han and Thomas S. Huang</i>	

Recover Human Pose from Monocular Image Under Weak Perspective Projection	36
<i>Minglei Tong, Yuncai Liu, and Thomas S. Huang</i>	

A Joint System for Person Tracking and Face Detection.....	47
<i>Zhenqiu Zhang, Gerasimos Potamianos, Andrew Senior, Stephen Chu, and Thomas S. Huang</i>	

Interfacing

Perceptive User Interface, a Generic Approach	60
<i>Michael Van den Bergh, Ward Servaes, Geert Caenen, Stefaan De Roeck, and Luc Van Gool</i>	

A Vision Based Game Control Method	70
<i>Peng Lu, Yufeng Chen, Xiangyong Zeng, and Yangsheng Wang</i>	

Mobile Camera-Based User Interaction	79
<i>Antonio Haro, Koichi Mori, Tolga Capin, and Stephen Wilkinson</i>	

Event Detection

Fast Head Tilt Detection for Human-Computer Interaction	90
<i>Benjamin N. Waber, John J. Magee, and Margrit Betke</i>	

Attention Monitoring Based on Temporal Signal-Behavior Structures	100
<i>Akira Utsumi, Shinjiro Kawato, and Shinji Abe</i>	

Action Recognition with Global Features.....	110
<i>Arash Mokhber, Catherine Achard, Xingtai Qu, and Maurice Milgram</i>	

3D Human Action Recognition	
Using Spatio-temporal Motion Templates	120
<i>Fengjun Lu, Ramakant Nevatia, and Mun Wai Lee</i>	
Augmented Reality	
Interactive Point-and-Click Segmentation for Object Removal	
in Digital Images	131
<i>Frank Nielsen and Richard Nock</i>	
Information Layout and Interaction Techniques	
on an Augmented Round Table	141
<i>Shintaro Kajiware, Hideki Koike, Kentaro Fukuchi, Kenji Oka,</i> <i>and Yoichi Sato</i>	
On-Line Novel View Synthesis Capable	
of Handling Multiple Moving Objects	150
<i>Indra Geys and Luc Van Gool</i>	
Hand and Gesture	
Resolving Hand over Face Occlusion	160
<i>Paul Smith, Niels da Vitoria Lobo, and Mubarak Shah</i>	
Real-Time Adaptive Hand Motion Recognition	
Using a Sparse Bayesian Classifier	170
<i>Shu-Fai Wong and Roberto Cipolla</i>	
Topographic Feature Mapping for Head Pose Estimation	
with Application to Facial Gesture Interfaces	180
<i>Bisser Raytchev, Ikushi Yoda, and Katsuhiko Sakaue</i>	
Accurate and Efficient Gesture Spotting	
via Pruning and Subgesture Reasoning	189
<i>Jonathan Alon, Vassilis Athitsos, and Stan Sclaroff</i>	
Applications	
A Study of Detecting Social Interaction with Sensors	
in a Nursing Home Environment	199
<i>Datong Chen, Jie Yang, and Howard Wactlar</i>	
HMM Based Falling Person Detection Using Both Audio and Video	211
<i>B. Uğur Töreyn, Yiğithan Dedeoğlu, and A. Enis Çetin</i>	
Appearance Manifold of Facial Expression	221
<i>Caifeng Shan, Shaogang Gong, and Peter W. McOwan</i>	
Author Index	231