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Workshop on Affective Brain-Computer Interfaces & IEEE International Workshop on Social Signal Processing

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Social Signal Processing Workshop: Foreword

Social interactions are among the hottest topics in the computing community. Less than a decade after the first fragmented and isolated efforts, the number of researchers active in automatic analysis, understanding and synthesis of social behavior is constantly growing and a new, vibrant research community is forming at the border between human sciences (sociology, psychology, anthropology, etc.) and technology (computer vision, speech analysis and synthesis, etc.).

Social Signal Processing is the new, emerging domain at the edge of this pioneering effort. As it establishes and formalizes for the first time a viable interface between human sciences and technology, SSP offers an ideal framework for the development of truly multidisciplinary approaches aimed at making machines socially intelligent.

The IEEE International Workshop on Social Signal Processing aims at gathering for the first time researchers approaching the problem of social intelligence in machines from all possible perspectives, namely investigation of laws and principles governing social interactions, automatic understanding of social phenomena in human-human and human-machine interactions, and synthesis of social behavior via different forms of embodiment. The goal is not only to foster cross-pollination between the above fields, but also to establish an extensive SSP community sharing common research goals and methodologies.

We take this opportunity to thank all the people that have helped to make this Workshop possible, the General Chairs of ACII 2009, the key-note speakers, the members of the Program Committee, and the reviewers. Furthermore, we acknowledge the European Network of Excellence SSPNet (www.sspnet.eu) that has supported the key-note speakers as well as the infrastructure for video recording and diffusion of all presentations.

The general chairs

Maja Pantic
Alessandro Vinciarelli

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