The 6th EyesWeb Week

casa/Paganini infomus

Monday, July 2	

09:00 – 12:30	▪ **Welcome:**
	   o Introduction to the Casa Paganini - InfoMus research centre.
	   o Brief introduction of each participant.
	▪ **Introduction to multimodal interactive systems:**
	   o Definitions, motivations, perspectives.
	▪ **A multi-layered framework for multimodal systems.**
	▪ **Introducing EyesWeb:**
	   o Motivations, requirements, evolution.
	   o EyesWeb XMI: components and GUI.
	▪ **Development of simple patches**
	   o Simple video and audio input, processing, and output.

14:00 – 16:30	▪ **Inside research at Casa Paganini – InfoMus.**

Tuesday, July 3	

09:00 – 12:30	▪ **Capturing physical movement signals:**
	   o Capture devices: motion capture systems, RGBD devices, video cameras, and sensor systems.
	   o Introduction to motion capture systems.
	   o Retrieving data from RGBD devices: Kinect.
	   o Retrieving data from video cameras: background subtraction and motion tracking.

14:00 – 16:30	▪ **Inside the mind using EyesWeb.**

Wednesday, July 4	

09:00 – 12:30	▪ **Extracting low-level movement features:**
	   o Introduction to low-level features.
	   o Features from 3D Kinect trajectories.
	   o Features from 2D video analysis.

14:00 – 16:30	▪ **Inside a motion capture session using EyesWeb.**

Thursday, July 5	

09:00 – 12:30	▪ **Extracting mid-level movement features:**
	   o Motion and gesture segmentation: problem and approaches.
	   o Extracting mid-level features from single motion segments and on sliding windows.
	   o Vocabularies of movement qualities; an example: introduction to R. Laban's Theory of Effort.
	   o Analysis in the General Space.

14:00 – 16:30	▪ **Inside sonification using EyesWeb.** o Seminar by Andrea Cera

Friday, July 6	

09:00 – 12:30	▪ **Analysing multiple users:**
	   o Introduction to analysis of social interaction.
	▪ **Developing interfaces to EyesWeb patches:**
	   o Using the EyesWeb Mobile tool for developing graphical user interfaces for EyesWeb patches.
	▪ **Questions and open discussion.**

On demand: *parallel session on EyesWeb SDK and programming (for participants skilled in C++).*	