Upcoming Creative Events

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I would like to take this opportunity to welcome you to the second issue of *EAI Transactions on Creative Technologies*. This second issue is also a Special Issue on Intelligent Technologies for Interactive Entertainment initiated as a follow-up of the Intetain 2013 conference.

"Creative technology" is a very wide field of activity and therefore there are a lot of events which are possibly of interest for the community. In the following lines we summarize some *creative events* which will occur in the next months.

Upcoming Creative Workshps

- **5th EyesWeb Week**
  8 - 12 June 2015
  Casa Paganini - InfoMus Research Centre,
  DIBRIS University of Genoa, Italy

To goal is to introduce the EyesWeb platform (http://www.infomus.org/eyesweb_eng.php) for both research and applications, and the recent developments. Novel techniques to the real time synchronized measure of multimodal non-verbal social signals, analysis of expressive gesture, integrating sensors on smartphones and wearables, and other sensors (eg Kinect2). Measure and analysis of multimodal data (movement, audio, biometric) of non-verbal human behavior, e.g. in joint music performance, dance, audience behaviour (expressive gesture, emotions, non-verbal social signals), integrating motion capture, video, multichannel audio, biometric and wearable sensors.
The tutorial will be structured in plenary sessions and two main tracks:

Track 1 (novice EyesWeb users, e.g. researchers in psychology, artists): build simple real-time EyesWeb patches on real-time synchronized analysis of multimodal analysis, gesture processing, and development of experiments and applications (e.g. in therapy and rehabilitation, in performing arts including dance);

Track 2 (advanced EyesWeb users, e.g. computer scientists, programmers): EyesWeb SDK, how to extend EyesWeb with new modules; develop networked EyesWeb applications, e.g. integrating mobiles; software development process in EyesWeb.
Free participation; submission and registration mandatory (max 20 participants)

- **11th eNTERFACE Workshop**
  August 10th to September 4th, 2015
  Numediart Institute, Mons, Belgium

The NUMEDIART Institute for Creative Technology of University of Mons (http://www.numediart.org), Belgium, invites researchers to join eNTERFACE 2015 (http://www.enterface.net/enterface15/), the 11th one-month Summer Workshop on Multimodal Interfaces, to be held in Mons, Belgium, the European Capital of Culture 2015 (http://mons2015.eu/en), from August 10th to September 4th, 2015.
eNTERFACE workshops gather in a single place a team of senior project leaders, researchers, and students, to work on a pre-specified list of challenges for 4 weeks. Participants are organized in teams, each team being attached to a specific project. If you are a senior/junior researcher or a PhD/MS/undergraduate student working on similar topics and you want to collaborate in (at least) one of these projects, please fill out the **online registration form**. You will be asked to upload a short CV in electronic format (doc, docx or pdf) along with a list of skills you can offer to the selected project teams. You can choose up to three projects. The project leaders will select their team members among the applicants.
The workshop attendance is free of charge but participants must fund their own travel, accommodation, and living expenses. The estimated costs are as follows:

- Accommodation in single bedrooms in the University Residence Hall costs from 285€ to

329€, (depending on bedclothes renting or not), per person for the whole one-month stay.

- Meals (in the city) will cost about 400€ for the 4 weeks, but this can be reduced by about a half if you eat at the university canteen at lunch time and cook for yourself at the dorm for dinner.

The eNTERFACE workshop brings together 80 researchers for a whole month, subsequently it is the **largest summer workshop on multimodal interfaces**. It is thus radically different from traditional scientific workshops, in which only specialists meet for a few days to discuss state-of-the art problems, but do not really work together. The eNTERFACE was organized by Faculté Polytechnique de Mons (Belgium) in 2005, University of Zagreb (Croatia) in 2006, Bogaziçi University (Turkey) in 2007, CNRS-LIMSI (France) in 2008, University of Genova (Italy) in 2009, University of Amsterdam (The Netherlands) in 2010, University of West Bohemia (Czech Republic) in 2011, Metz Supélec (France) in 2012, New University of Lisbon (Portugal) in 2013, and University of Basque Country (Spain) in 2014.

Upcoming Creative Conferences

- **ACM TVX2015 Conference**
  3rd to 5th of June 2015
  Brussels, Belgium

ACM TVX2015 is proud to announce that Jacob Shwirtz, Chief Social Media Officer at Endemol Beyond USA, will be the opening keynote speaker of the conference on Thursday 5 June in Brussels, Belgium. A preliminary program is already available on http://tvx2015.com/program/. Registration for the conference will open early March.

Jacob Shwirtz has been a part of the Endemol Beyond USA since its launch in November 2013 as Chief Social Media Officer, where he has been responsible for creating and implementing forward-looking strategies that maximize the potential of social media as a global storytelling platform, using new methods and genres of content creation for distribution and monetization. Prior to joining Endemol Beyond USA, Shwirtz served as social TV lead for Viacom and, previously, he launched dozens of initiatives that blended linear and digital for MTV and VH1. As a digital entrepreneur, Shwirtz co-created TweetBookz, offering personalized coffee table books of tweets. In 2012, Shwirtz was named as one of the top 10 social media mavens in media by Multichannel News.

TVX 2015 also provides 3 exciting courses:

"Gesture Interfaces, Ambient Intelligence, and Augmented Reality for the Interactive TV", by Radu-Daniel Vatavu

"Multi-Sensory Media Experiences", by Marianna Obrist

"To Hack or not to Hack: Interactive Storytelling in the 21st century", by Sandra Gaudenzi

- **Intetain 2015**
  10th to 12nd of June 2015
  Torino, Italy

The International Conference on Intelligent Technologies for Interactive Entertainment (INTETAIN 2015: http://www.intetain.org/2015/) aims to address all the issues concerning relationships between human-computer interaction and entertainment. The objective of INTETAIN 2015 is to attract high state-of-art research contributions, tutorials, and position papers that address the broad challenges faced in using innovative and interactive technologies/tools in order to create entertainment contents.

This conference aims to explore and discuss innovative studies, technologies and applications aimed to propose new interface paradigms; moreover, the conference welcomes research in progress, case studies, practical demonstrations and workshops in addition to the traditional submission categories.

.EAI Trans. on Creative Technologies

Given the accelerated changes and deeply interconnected activities of the times we are living, creativity is a key factor of disruptive future developments. Creative and entertainment industries range from creative content providers (TV & radio, fashion, music) through creative experience providers (movies and music experience) to creative services providers (advertising, design, architecture).

Creative services, contents and experiences present knowledge requirements that are increasingly defined beyond a single discipline and appear to lie in a sound collaborative engagement among the creative practitioner (artist, designer, composer, entertainer), the engineer and the scientist.

EAI Transactions on Creative Technologies aim at creating a forge between computational arts, creative industries and applied science(s). The Journal seeks for high-level contributions addressing:

- Creative content providers: TV & radio, music & movies, museums and media archives, etc.
- Creative services providers: Advertising, design, architecture, new media and transmedia, etc.
- Creative experience providers: Movies and music experience, game-based installations and playable media, interactive social and urban spaces, etc.
- Creative content management: Multimedia data mining and innovative browsing, data 2D/3D visualization, digitization and storage, cultural heritage, etc.
- Creative interactions: Social signal processing, verbal and nonverbal, explicit or implicit interactions, interacting robots, sensors and MoCap, user interface design, etc.

- Creative experiences: Affective content analysis and synthesis, special effects, augmented reality, expressivity and emotion detection and processing, user experiences, etc.

Additional materials such as videos of installations and setups, public/users reactions and comments, or demo links are very welcome as links in the provided PDF.

Besides classical research journal papers, EAI Transactions on Creative Technologies also accepts book reviews and technical reviews. The Journal also encourages convincing short papers with novel artistic/creative ideas/installations without in-depth validation but with a high potential. This is a specificity of our Journal where a lot of work can be only subjectively evaluated.

The Second Issue

For the second issue, we publish five papers coming from different research domains. This special issue initiated after the Intetain 2013 conference presents three out of five papers which are a follow-up of presentations in Intetain 2013.

The first paper by Radhwan Ben Madhkour et al. is an interesting overview of the camera and projector calibration techniques depending on the needed setup.

The second research paper by Donald Glowinski et al. explores an experimental protocol that evaluates how a musician is sensitive to social context during performance.

A third short paper by Vincent Courboulay et al. deals with a curious robot which has the ability to be distracted during a given task.

In a fourth research paper, Sidi Mahmoudi et al. propose a new framework that enables an efficient exploitation of multiple GPUs, in order to achieve real-time processing of Full HD or even 4K videos.

Last but not least, Andrea Sanna et al. present a research paper on two methodologies for the automatic mapping of a human skeleton onto virtual non-human character armatures.

I would like to take this opportunity to acknowledge all the authors and reviewers who contributed to this second issue of the *EAI Transactions on Creative Technologies* which is also a Special Issue on Intelligent Technologies for Interactive Entertainment initiated as a follow-up of the Intetain 2013 conference.

About the Editor-in-Chief

Matei MANCAS obtained an Audiovisual Systems and Networks engineering degree (Ir.) from ESIGETEL Engineering School, France, and a MSc. degree in Information Processing from the University of Paris XI (Orsay). He holds a PhD in applied sciences from the Engineering Faculty of Mons (FPMs), Belgium since 2007. He made several research visits abroad as in La Sapienza University in Rome, Italy and IRISA-INRIA in Rennes, France.

He is now a senior researcher and project leader at the Numediart Institute for Creative Technologies of the University of Mons, where he acquired several years of experience with various projects involving together engineers, artists and people from creative industries. Matei is a member of the steering committee, TPC and PC member of several conferences and actions. He also was the main chair of the Intetain 2013 conference held in Mons, Belgium.

Matei's research is about Smart Rooms and more precisely the analysis and modelling of human attention with applications to creative industries like TV, web and advertising.