PhyCS 2014

INTERNATIONAL CONFERENCE ON
PHYSIOLOGICAL COMPUTING SYSTEMS

7 - 9 JANUARY, 2014   .   LISBON, PORTUGAL

Physiological data in its different dimensions, either bioelectrical, biomechanical, biochemical or biophysical, and collected through specialized biomedical devices, video and image capture or other sources, is opening new boundaries in the field of human-computer interaction into what can be defined as Physiological Computing. PhyCS is the annual meeting of the physiological interaction and computing community, and serves as the main international forum for engineers, computer scientists and health professionals, interested in outstanding research and development that bridges the gap between physiological data handling and human-computer interaction.

REGULAR PAPER SUBMISSION: JULY 30, 2013

CONFERENCE AREAS

1. Devices
2. Methodologies and Methods
3. Human Factors
4. Applications

KEYNOTE SPEAKERS

António Câmara
YDreams
Portugal

Gernot Müller-Putz
Graz University of
Technology, Austria

Sandro Carrara
EPFL
Switzerland

Thomas Falck
Philips Research
Netherlands

MORE INFORMATION AT: WWW.PHYCS.ORG

SPONSORED BY:

LOGISTICS PARTNER:

POST-PUBLICATION:

INSTICC

SCITEVENTS
SCIENCE AND TECHNOLOGY EVENTS

Springer
Lecture Notes in
Computer Science
LNCS   LNAI   LNBI

Physiological
Computing
for Human -
Computer
Interaction

Springer Journal
on Multimedia
Tools and
Applications

PAPERS WILL BE AVAILABLE AT:

IN COOPERATION WITH:

DIGITAL LIBRARY
SCITEPRESS Digital Library

acm In-Cooperation
SIGCHI

emote

Cupid

ABC

Scan and connect to:
www.phycs.org

IN COLLABORATION WITH:

Information and Communication Technologies Institute
Carnegie Mellon | PORTUGAL
AN INTERNATIONAL PARTNERSHIP

MIT Portugal

Fraunhofer
PORTUGAL

PHILIPS

instituto de
telecomunicações

PROCEEDINGS WILL BE SUBMITTED FOR INDEXATION BY:

THOMSON REUTERS
CONFERENCE PROCEEDINGS
CITATION INDEX

Inspec

dblp
computer science bibliography

Ei

SciVerse
Scopus

CONFERENCE AREAS

AREA 1: DEVICES

. Biomedical Devices for Computer Interaction

. Haptic Devices

. Brain-Computer Interfaces

. Health Monitoring Devices

. Physiology-driven Robotics

. Wearable Sensors and Systems

. Cybernetics and User Interface
  Technologies

AREA 2: METHODOLOGIES AND METHODS

. Biosignal Acquisition, Analysis and
  Processing

. Pattern Recognition

. Neural Networks

. Processing of Multimodal Input

. Observation, Modeling and Prediction
  of User Behavior

. Computer Graphics and Visualization
  of Physiological Data

. Video and Image Analysis for
  Physiological Computing

. Motion and Tracking

AREA 3: HUMAN FACTORS

. User Experience

. Usability

. Adaptive Interfaces

. Human Factors in Physiological Computing

. Learning and Adaptive Control
  of Action Patterns

. Speech and Voice Data Processing

AREA 4: APPLICATIONS

. Physiology-driven Computer Interaction

. Biofeedback Technologies

. Affective Computing

. Pervasive Technologies

. Augmentative Communication

. Assistive Technologies

. Interactive Physiological Systems

. Physiological Computing in Mobile
  Devices

MORE INFORMATION AT: WWW.PHYCS.ORG

CONFERENCE CHAIR

· **Hugo Plácido da Silva**, IT - Institute of Telecommunications, Portugal

PROGRAM CO-CHAIRS

· **Andreas Holzinger,**
  Medical University Graz, Austria

· **Stephen Fairclough,**
  Liverpool John Moores University, UK

· **Dennis Majoe,**
  ETH Zurich, Switzerland

INDUSTRIAL CO-CHAIRS

· **Chad L. Stephens,**
  NASA Langley Research Center, U.S.A.

· **Oliver Brdiczka,**
  XEROX Palo Alto Research Center, U.S.A.

· **Jakub Tkaczuk,**
  Samsung R&D Institute, Poland

PUBLICATIONS

All accepted papers will be published in the conference proceedings, under an ISBN reference, on paper and on CD-Rom support. All papers presented at the conference venue will be available at the SCITEPRESS Digital Library on the web (http://www.scitepress.org/DigitalLibrary/). SCITEPRESS is member of CrossRef (http://www.crossref.org/).

VENUE

Lisbon is known as the white city, thanks to its unique light. The luminous environment and the kind climate allow for marvelous walks through the old town. The city has a beauty that extends beyond its famed monuments, an atmosphere that is best experienced directly in its quaint streets and alleys. The culture, architecture and people found in the city's historical neighborhoods are fundamental aspects of Lisbon's identity, and those who explore them will discover their own personal map in this extremely lively city.