International

Innovation in Knowledge Based and Intelligent Engineering Systems

INVITED SESSION SUMMARY

Title of Session:
Intelligent Computer Systems Enhancing Creativity

Name of Chair:
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Details of Session:

Creative professionals and designers are increasingly more dependent on computers to communicate and produce systems of ever increasing complexity. The ability of computers to run complex analyses and perform domain-related calculations goes unquestionably beyond that of human, while the ability of humans to identify creative solutions to problems far exceeds that of a computer. However, in the digital era that is characterised by an increasing tide of data, how can intelligent computer systems be exploited so they can enhance the user creativity and product innovation?

The session will to provide insight into the most recent efforts, challenges, and best practices across the fields of computer-aided creativity and innovation. Scientific papers to are expected to make a contribution to topics ranging from practical intelligent computer systems that can aid and/or guide humans in the creative process (e.g. idea generation, content generation, multimedia streaming, expressions recognition, and content suggestion), to application-based reports from fields like cultural heritage, architecture or marketing. Submissions connecting to several of the aforementioned topics are highly encouraged and welcome.

Due to the open nature of the targeted topics, we hope for contributions from a broad variety of sub-disciplines that include but are not limited to following areas:

- Computational Creativity & Creativity-Support Tools
- Automated Story Generation
- Computer-Aided Innovation
- User-centric multimedia experimentations
- Augmented Reality in Scientific Visualization
- Augmented Reality Applications in Cultural Heritage
- Augmented Reality-based Navigation and Information Systems
- Location-based and Recognition-based Augmented Reality
- Perceptual Issues in Augmented Reality
- Collaborative Augmented Reality Environments
- 3D Interaction for Virtual Reality
- Modelling and Simulation
- Virtual Reality Systems and Toolkits
- Immersive Environments
- Annotation and visualization
- Recommender/ Routing Systems
- Stereo and Structure from Motion
- Face and Expression Recognition
- Coding and compression techniques
- Content analysis and data mining
- Image-based Modelling and 3D Reconstruction
- Object detection and Localization
- Coding and Transmission
- Content-based Indexing, Search, and Retrieval

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