

Striking a C[h]ord: Vocal Interaction in Assistive Technologies, Games, and More

CALL FOR PARTICIPATION

The research of vocal interaction has primarily been focused on the use of systems for speech recognition and synthesis. While speech recognition and synthesis can be successfully used in various domains, they can be unsuitable for certain scenarios such as in applications requiring immediate and continuous control and those involving users with speech impairments.

This workshop aims to discuss the state-of-the-art in vocal interaction methods that go beyond word recognition by exploiting the information within non-verbal vocalizations. Among others, we will discuss different ways in which non-verbal vocal parameters (e.g. pitch, volume, timbre, etc.) may be used as input into interactive systems.

Topics of interest include, but are not limited to:

- Demonstration of systems or interaction techniques incorporating non-verbal vocal interaction
- Augmentation or emulation of conventional input devices
- Applications in assistive technologies, education, entertainment, and art
- Speech and language therapy and disability compensation
- Psychological, physiological, social, and cross-cultural issues

Short, 4-page position papers addressing topics of the workshop will be reviewed by an international program committee and selected based on their quality, innovation, and the potential of fostering discussion. Contributors to this workshop will be invited to submit an extended paper for a special issue of the Universal Access in Information Society journal.

The workshop will be a full-day event and will consist of presentations of position papers as well as group discussions. At least one author of an accepted paper needs to register for the workshop and for at least one day of the main conference.

Please visit <http://vocal-input.org> for more information and paper submissions.