MC2-2023

International Workshop on

Motion Capture and Classification

in conjunction with CISIS-2023

Toronto, Canada – July 5-7, 2023

http://www.ece.uvic.ca/~kinli/MC2

Workshop General Co-Chairs

Kin Fun LI, University of Victoria, Canada

Kosuke TAKANO, Kanagawa Institute of Technology, Japan

Sandra HUNDZA, University of Victoria, Canada

Program Committee

An International Panel of Experts to be announced

Conference URL

http://www.ece.uvic.ca/~kinli/MC2

Conference Contact

Kin Fun LI (kinli@uvic.ca)

Kosuke TAKANO (takano@ic.kanagawa-it.ac.jp)

Important Dates

Submission Deadline:	March 31, 2023
Author Notification:	April 15, 2023
Final Manuscript:	April 25, 2023
Author Registration:	April 25, 2023
Conference Dates:	July 5-7, 2023

Scope and Interests

Motion capture and classification (MC2-MCsquare) are important tasks in fields such as sports sciences, biometrics, medicine and surveillance systems, where large collections of motion material are archived and processed. In recent years, the gaming industry has done extensive research in motion detection and processing, resulting in low-cost and yet effective systems. However, there are many new applications that require specific and customised motion capture and classification capability, necessitating further research into these areas. Topics of interest that MC2-2023 covers include general motion capture and classification techniques and methodologies, as well as their novel applications, but are not limited to:

- surveillance systems: motion detection, classification, tracking
- understanding and description of human behaviours
- human identification, occlusion handling
- gesture recognition
- classification of 3D gait analysis data
- motion sensing techniques
- motion sensing devices: Kinect / Wii sensors
- human motion/action recognition
- models for articulated objects: joint detection and pose estimation
- e-learning systems based on motion capture
- collaborative motion capture and classification
- motion recognition in assistive technologies
- real-time motion tracking and classification systems
- motion classification techniques
- motion capture and classification applications
- motion capture and classification in networking
- 3D animation and simulation-based training systems
- rigid body motion – robot motion
- similarity, retrieval and classification of motion data

Submission Information

Original full paper of at most 10 (ten) pages including figures and references in PDF are solicited. Papers must be prepared using the Lecture Notes Style of Springer Proceedings. Submission of a paper should be regarded as a commitment that, if the paper is accepted, at least one of the authors will register and present at the workshop. Please see MC2 web pages for format and submission guidelines.