



# International

*Innovation in Knowledge Based and Intelligent  
Engineering Systems*



## INVITED SESSION SUMMARY

**Title of Session:**

Skill Acquisition and Ubiquitous Human Computer Interaction

**Name, Title and Affiliation of Chair:**

Masato Soga, Associate Professor, Wakayama University  
Hirokazu Miura, Assistant Professor, Wakayama University  
Hirokazu Taki, Professor, Wakayama University

**Details of Session (including aim and scope):**

This session will focus on the intelligence in skills and novel human computer interactions in the coming ubiquitous era. Knowledge and/or intelligence can be found not only in the form of language but also they appear in behaviors and skills of living creatures. With a motion capture system, ubiquitous sensors, and other electronics devices, we can electronically observe and record people motions. The knowledge and skills elicited from these should be useful especially when you learn skills of playing sports, musical instruments and crafting things. The topics of interest include but are not limited to:

1. Method of observing behaviors and motions of human being and other living creatures. This includes sensor devices/systems and algorithms.
2. Intelligence model in behaviors and motions.
3. Ubiquitous system that can provide novel human computer interaction, e.g. Q & A system.

**Main Contributing Researchers / Research Centres (tentative, if known at this stage):**

Prof. Atsuko Yamazaki / Shibaura Institute of Technology

**Website URL of Call for Papers (if any):**

<http://www.wakayama-u.ac.jp/~soga/sogalabhp/KES2020/kes2020soga.html>

**Email & Contact Details:**

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