Call for Papers:
Human Behavior Analysis for Inducing Behavior Change

Publication: July–Sept. 2013 • Submission Deadline: 1 Oct. 2012

IEEE Pervasive Computing invites submissions on human behavior analysis for inducing behavior change.

New technology and algorithms are empowering computers with several ways to analyze human behavior, allowing the systems to attribute meaning to users' attitudes, preferences, personality, and social relationships. This has the potential to redefine the relationship between the computer and the interacting human, moving the computer from a passive observer to a socially active participant that can influence the attitudes and behaviors of people in their everyday natural environments. This special issue aims to see where this change is taking us, as well as how computers can be used to change human behavior to promote individual, organizational, and societal values.

The aim of this special issue is to explore the problems of modeling and analyzing human behavior under its multiple facets (expression of emotions, display of complex social and relational behaviors, etc.). Particular attention will be placed on systems that aim to induce behavioral change in their users. The guest editors also seek contributions that leverage social media in the selection, improvement, and delivery of behavior-inducing messages. They invite original and high-quality submissions addressing all aspects of this field, as long as the connection to the focus topic is clear and emphasized. Relevant topics include, but are not limited to, the following:

- Systems that observe and promote health
- Technologies that promote sustainable behavior
- Human-computer interaction
- Interaction design
- Interactive and immersive games
- Reality mining
- Interactive marketing
- Human-computer dialogue
- Persuasive systems design
- Art and creative applications
- Educational technologies
- Action and gesture recognition
- Recognition of daily living activities and lifestyles
- Spatiotemporal models
- Behavior semantics
- Social behavior analysis
- Social signal processing
- Affect and emotion recognition
- Corpora for behavioral analysis
- Surveys

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Submission Information

Submissions should be 4,000 to 6,000 words long and should follow the magazine's guidelines on style and presentation. All submissions will be anonymously reviewed in accordance with normal practice for scientific publications.

In addition to full-length submissions, *IEEE Pervasive Computing* also invites work-in-progress submissions of 250 words or less (submit to pervasive@computer.org). These will not be peer-reviewed but will be reviewed by the Department Editor and, if accepted, edited by the staff into a feature for the issue. The deadline for work-in-progress submissions is **15 December 2012**.

For full author guidelines:
www.computer.org/pervasive/author.htm

For submission details:
pervasive@computer.org

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