Joint Workshop on

Multimedia Assisted Dietary Management and **Cooking, Eating, and related APPlications** (MADiMa/**CEA++**2022)

Lisbon, Portugal, October 10th, 2022

Call for Papers

Food is one of the central elements in our society. We eat a meal more than fifty thousand times before we die; enhancing the daily food experience impacts our quality of life. There is a wide range of industries for supporting our eating activities. At the same time, however, there are many unsolved social problems, such as lifestyle-related diseases and sustainability. Technology-oriented solutions are vital since these social problems are often a trade-off with individual satisfaction.

Multimedia is a key technology to understand food-related activities. When tasting food, we use the full sensitivities of our mouths. Multi-modal sensing for food tasting is a fundamental technology to know the micro-level eating experience. Such an experience may be described on the Web, creating various contents such as reviews, recipes, and any types of SNS communications. Analyzing such contents gives us a macro-level understanding of the tendency of food-related social behavior. An end-to-end computation from micro-level to macro-level information is a kind of ultimate multimedia technology. We believe that computationally understanding such a multimedia information flow, reproducing good experiences, and changing human behavior must contribute to society.

Scope:

To provide an opportunity for research groups concerning food-related social problems to discover each other, introduce their trials, and emerge brave new ideas to solve their problems with multimedia technologies.

Studies motivated by …

1. Behavior change on food intake
2. Improvement on satisfaction of eating
3. Food-mediated communications / interactions / advertisement / learning / rehabilitations
4. Well-being and social good on cooking and eating
5. Any other food-related social problems

and/or studies related to …

6. Machine learning technologies for cooking and eating activities
7. Food-related knowledge collection and analysis on the Web
8. Analysis on five senses at eating
9. Food-related illusion via multimedia technologies
10. Human-in-the-loop for food-related contents creation
11. Robot / gadget / intelligent environment for cooking and eating support
12. Brain / mental / emotional activity analysis on food-related experience
13. Dataset and tools on cooking and eating activities

CEA++2022 website: https://sigcea.org/workshop/2022/

Contact: contact@workshop.sigcea.org

Important Dates:

Paper Submission Deadline
July 1st, 2022

Notification of Acceptance
July 29th, 2022

Camera Ready Deadline
August 21st, 2022

Workshop Date
October 10th, 2022

Instructions for Author:

Under construction...

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