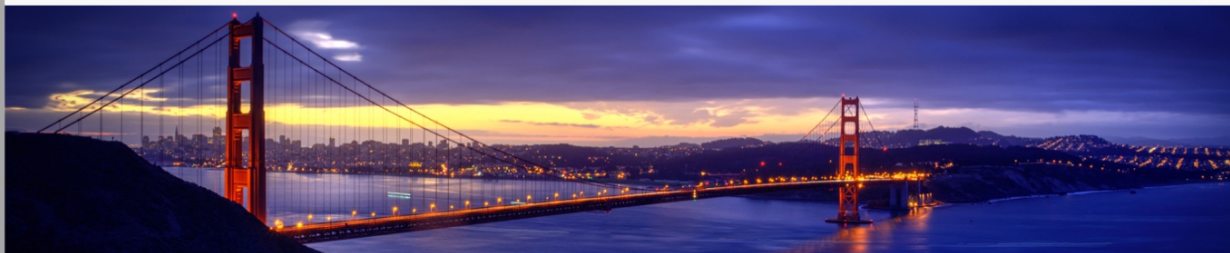


AVEC 2017

Real-life Depression and Affect



The 7th Audio/Visual Emotion Challenge and Workshop
@ACM Multimedia 2017, Mountain View (CA), USA

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Important Dates

Challenge Opening

May 4, 2017

Paper submission

July 9, 2017

Notification of acceptance

August 1, 2017

Camera ready paper

August 14, 2017

Workshop

T.B.C.

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Automatic Sentiment Analysis in the Wild

Abstract

The Audio/Visual Emotion Challenge and Workshop (AVEC 2017) "Real-life Depression and Affect" will be the seventh competition event aimed at comparison of multimedia processing and machine learning methods for automatic audio, visual and audio-visual depression and emotion analysis, with all participants competing under strictly the same conditions.

The goal of the Challenge is to provide a common benchmark test set for multimodal information processing and to bring together the audio, video and audio-visual emotion recognition communities, to compare the relative merits of the three approaches to depression and emotion recognition under well-defined and strictly comparable conditions and establish to what extent fusion of the approaches is possible and beneficial. A second motivation is the need to advance depression and emotion recognition systems to be able to deal with fully naturalistic behaviours in large volumes of un-segmented, non-prototypical and non-preselected data, as this is exactly the type of data that both multimedia and human-machine/human-robot communication interfaces have to face in the real world.

We are calling for teams to participate in a Challenge of fully-continuous depression and emotion detection from audio, or video, or audio-visual data. As benchmarking database, the DAIC-WOZ corpus of human-agent interactions will be used for the depression sub-challenge, and the SEWA corpus will be used for the Emotion sub-challenge. Both Depression and Emotion will have to be recognized in terms of continuous time and continuous value.

Besides participation in the Challenge we are calling for papers addressing the overall topics of this workshop, in particular works that address the differences between audio, and video processing of emotive data, and the issues concerning combined audio-visual emotion recognition.

Please visit our website for more information:
<http://sspnet.eu/avec2017>

Topics include, but are not limited to:

Participation in the challenge

Audio/Visual/Physiological Emotion Recognition

- Audio-based Depression/Emotion Recognition
- Video-based Depression/Emotion Recognition
- Physiological-based Depression/Emotion Recognition
- Synchrony of Non-Stationary Time Series
- Multi-task learning of Multiple Dimensions
- Weakly Supervised Learning
- Agglomeration of Learning Data
- Context in Depression/Emotion Recognition
- Multiple Rater Ambiguity and Asynchrony

Application

- Multimedia Coding and Retrieval

Program Committee

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Erik Marchi, Apple inc., UK

Daniel McDuff, Microsoft inc., USA

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Arianna Mencattini, U. of Rome Tor Vergata, Italy

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Shri Narayanan, University of Southern California, USA

Rosalind Picard, MIT, USA

Peter Robinson, University of Cambridge, UK

Ognjen Rudovic, MIT, USA

Mohammad Soleymani, U. of Geneva, Switzerland

Stefan Steidl, FAU Erlangen-Nuremberg, Germany

Matthew Turk, University of California, USA

Submission Policy

In submitting a manuscript to this workshop, the authors acknowledge that no paper substantially similar in content has been submitted to another conference or workshop.

Manuscripts should follow the ACM MM 2017 paper format. Authors should submit papers as a PDF file. Submission will be via [easychair](http://easychair.org). Papers accepted for the workshop will be allocated 8 pages (plus additional pages for the references) in the proceedings of ACM MM 2017.

AVEC 2017 reviewing is double blind. Reviewing will be by members of the program committee. Each paper will receive at least three reviews. Acceptance will be based on relevance to the workshop, novelty, and technical quality.