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Video-based interactive and immersive media experiences

By appealing to several senses, video and other rich media have the potential to engage viewers perceptually, cognitively and emotionally. Immersive media and immersive video in particular, can go beyond, with a stronger impact on users' emotions and their sense of presence and engagement. Immersion may be influenced by sensory or perceptual modalities surround effect, and vividness through resolution, associated with the sense of presence, the viewer's conscious feeling of being inside the virtual world or alternate reality; and by participation and social immersion in the media chain, increasing the sense of belonging. Technology is increasingly supporting capturing, producing, sharing and accessing video-based information from users' own perspectives and experiences on the internet, in social media, and through video on demand services in interactive TV and the web. We have been witnessing an increase in the amount of content and range of devices for capturing, viewing and sensing, allowing richer and more natural multimodal interactions, and offering tremendous opportunities for immersion. These developments have been promoting the emergence of a new participatory paradigm and enabling new perceptual immersive experiences. In this presentation, I will present insights from human studies, addressing dimensions like perception, cognition, and emotions, along with design and technological approaches for immersion, illustrated in interactive and immersive video-based applications, grounded in our own projects and research.

Biography

Teresa Chambel is an Associate Professor in Department of Informatics, Faculty of Sciences, University of Lisbon in Portugal (DI-FCUL), and Senior Researcher of Human-Computer Interaction and Multimedia (HCIM) research line at LASIGE Lab. She graduated in Computer Science at FCUL, has a Master's degree in Electrical and Computer Engineering, from IST, and a PhD in Informatics from FCUL. Before joining the LASIGE Lab, she was a member of the Artificial Intelligence Research Group, at LNEC, and the Multimedia and Interaction Techniques Group at INESC. Her research interests include Multimedia and Hypermedia, Video and Hyper-video, HCI, Creativity, Immersion, Visualization, Accessibility, Cognition and Emotions, Wellbeing, Interactive TV, e-Learning and Digital Art. In these areas, she has been teaching, researching, supervising students, publishing conference and journal papers and book chapters, and organizing events.

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