The 3rd ACM Workshop on

# Capture, Archival and Retrieval of Personal Experiences (CARPE 2006)

October 27, 2006, Santa Barbara, California, USA

http://mase.itc.nagoya-u.ac.jp/CARPE2006/

***In conjunction with ACM Multimedia 2006 (http://www.mmdb.ece.ucsb.edu/acmmm06/)***

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**Important Dates (*New*)**

Abstract submission deadline: **July 10**
Full paper submission deadline: **July 14**
Acceptance notification: **July 31**
Camera-ready deadline: **August 10**

**Submission**

Technical papers may be up to 12 pages in length, while demonstration papers may be up to 6 pages. All papers must follow standard ACM style guidelines and must be submitted in PDF format.
The submission web site is: https://msrcmt.research.microsoft.com/CARPE_2006/
Please send any submission questions to: carpe2006@arch.itc.nagoya-u.ac.jp

**Previous CARPE**

CARPE 2005:
http://research.microsoft.com/CARPE2005/
CARPE 2004:
http://research.microsoft.com/CARPE2004/

Personal storage of all one's media throughout a lifetime has been desired and discussed since at least 1945, when Vannevar Bush published As We May Think, positing the "Memex" device "in which an individual stores all his books, records, and communications, and which is mechanized so that it may be consulted with exceeding speed and flexibility." His vision was astonishingly broad for the time, including full-text search, annotations, hyperlinks, virtually unlimited storage and even stereo cameras mounted on eyeglasses. Storage, sensor, and computing technology have progressed today to the point of making Memex feasible and even affordable. Indeed, we can now look beyond Memex at new possibilities. In particular, while media capture has typically been sparse throughout a lifetime, we can now consider continuous archival and retrieval of all media relating to personal experiences.

The CARPE research community was launched with the first ACM CARPE Workshop on October 15, 2004. The workshop was a sell-out. The response to the workshop was overwhelmingly positive, and has led to an IEEE Multimedia special issue on CARPE. The second CARPE meeting was held on November 11, 2005 in conduction with ACM Multimedia Conference again in Singapore. We have changed the word "continuous" used in the first workshop to "capture" in the title of the second workshop. We wanted to include research that was not completely continuous in nature, but still made an important contribution to the study of lifelong experience capture. Interest in this topic has also been demonstrated by the success of the "Memory and Sharing of Experiences" workshop at Pervasive 04. Other interest in the area is evidenced by the DARPA Assist program and the UK Memories for Life grand challenge proposal.

Nagoya University's COE program on Intelligent Media Integration will be a sponsor of the workshop.

**Aim and workshop topics:**

The aim of this one-day workshop is to foster discussion on issues related to capture, archival and retrieval of personal experiences. We invite regular and position papers as well as demonstrations (accompanied by descriptive papers) on relevant topics, including:

- Capture/sensors (e.g., scanning, wearable, embedded, different kinds of sensors, robotic assistance), experiential sampling.
- Data storage, management, organization and retrieval
- Insight: content analysis and data mining
- User interface issues, including: visualization, authoring, story-telling, annotation
- Applications: e.g., personal museum, health-support, childcare, research tools, meeting capture
- Security, privacy, and legal issues