

The Fifth International Conference on Ambient Computing, Applications, Services and Technologies AMBIENT 2015

July 19 - 24, 2015 - Nice, France

http://www.iaria.org/conferences2015/AMBIENT15.html

Important deadlines:

Submission (full paper) Notification Registration Camera ready February 27, 2015 April 27, 2015 May 12, 2015 June 12, 2015

Tracks:

Track 1: Ambient computing environments, sensors and hardware

Fundamental for ambient computing and mechanisms; Environmental sensing and computing; Distributed ambient and artificial intelligence; Autonomic ambient networks and communications; Smart environments and applications; Ubiquitous and mobile computing

Track 2: Ambient computing and modeling

Sentient Computing; Tracking and sensing networks; Location-based computing; Ambient context modeling and reasoning; Context-aware computing; Local and global sensing; Multi-sensory and multi-modal fusion; Citizen-oriented urban computing

Track 3: Ambient devices, applications and systems

Ambient media and devices; Ambient content and methods for adding intelligence to media objects; Sentient offices; Smart phones; Glasses and filters for ambient game and movie; Social networks and social computing; Semantic-location; Body sensors; Wearable devices; Smart sensors; Smart technologies (smart home, smart metering, smart grids, smart sensors, smart home appliances, etc.)

Track 4: Ambient services, technology and platforms

Personalized services; Ambient assisted living (AAL); Social games; Domotics (Home Automation); Domestic robotics; Intelligent homes; Tele-care and Telemedicine; Mobile media; Mobile learning; Emergency services; Ambient-oriented technologies (wireless, social networks); Universal access; Ambient platforms; Ambient and mobile social networks

Track 5: User Friendly Interfaces

Haptic interfaces; Smart user interfaces; Ambient interfaces (touch, gesture, haptics, biometrics); Multimodal interfaces and interaction

Track 6: Ambient Business Models, Privacy and Trust

Business model and business cases, security, privacy and trust, Real-life implementations