Important deadlines:

- Submission (full paper): May 23, 2016
- Notification: July 16, 2016
- Registration: July 30, 2016
- Camera ready: August 30, 2016

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