

CALL FOR PAPERS

The First International Workshop on Ubiquitous Smart Worlds (USW2005)

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in conjunction with the 19th IEEE International Conference on
Advanced Information Networking and Applications (AINA2005)
<http://www.mine.tku.edu.tw/AINA2005>



Tamkang University, Taipei, March 28-30, 2005

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We are stepping into a post-PC era, in which a huge number and great variety of computers with different shapes, sizes and functions will be everywhere, so ubiquitous around us and pervasive in our environment. Such vision was first depicted by Mark Weiser, and associated technologies and applications were called ubiquitous computing (UbiComp or UbiCom) by him around 1990 and later called pervasive computing (PerCom) by IBM in 1999. Although many new terms of computing, e.g., invisible computing, disappearing computing, proactive computing, autonomic computing, everyday computing, sentient computing, amorphous computing, ambient intelligence, palpable computing and so on, have appeared since 2000, they can be regarded as something driven from ubiCom with some special emphasis on or extensions of some aspects in the broad 'ubiquitous' frontier.

Following ubiquitous computers (UC) and ubiquitous networks (UN), is a road towards ubiquitous intelligence (UI) or a smart world (SW). This is a graceful integration of the physical world and the cyberworld, in which ambient smart environments including smart objects embedded or attached with small or tiny networked computers/processors can greet us, remind us, advise us, and help us perform many jobs automatically, precisely, promptly, trustworthily, reliably, comfortably and politely. At the same time, the resulting integration is knowing and adapting to the rich dynamic contexts of our human, social, physical environment and digital world. This workshop offers a forum for researchers to exchange ideas and experiences in developing smart objects/materials, smart spaces/environments, and related networking/middleware technologies as well as discuss personal and social issues faced by the smart world. Topics include but are not limited to the following:

1. Smart Object/Material

- * Smart Label, E-Tag and RFID
- * Smart Embedded Sensor and Actuator
- * Smart MEMS, NEMS & Biometric Device
- * Smart Card and Everyday Object
- * Smart Appliance and Wearable Device
- * Smart Material and Structure
- * Smart Textile, Cloth, Furniture, etc.
- * Smart Object OS and Software

2. Smart Space/Environment

- * Smart Home, Office and School
- * Smart Library, Laboratory and Factory
- * Smart Clinic, Hospital and Health Care
- * Smart Shop, Building, Street, Park and City
- * Smart Car, Traffic and Transportation
- * Smart Space Integration and Hyperspace
- * Smart Unobtrusive and Palpable Interface
- * Smart Applications and Systems

3. Smart Networking/Middleware

- * Power/Context Aware & Intelligent Network
- * Wearable, Personal and Body Area Network
- * Network Embedded Chip and Space Network
- * Heterogeneous Service/Media Management
- * Context Framework, Database & Middleware
- * Universal Agent and Collaboration Platform
- * Autonomic Space Management/Maintenance
- * Proactive Mechanism and Middleware

4. Personal and Social Aspects

- * Space and Environment Modeling
- * User Identity and Activity Recognition
- * Security Framework and Policy
- * Privacy, Trust and Politeness
- * Psychological and Physiologic Factors
- * Emotional, Ethical and Legal Issues
- * Bright & Dark Sides of Smart Environment
- * Relations between Real and Cyber Worlds

IMPORTANT DATES

Submission Deadline: October 20, 2004
Authors Notification: November 16, 2004
Final Manuscript Due: January 1, 2005

ELECTRONIC SUBMISSION

Submit a full paper not more than 6 pages (IEEE Computer Society proceedings Manuscripts: two columns). You can confirm the IEEE CS proceedings Manuscripts at the following web page. URL: <http://computer.org/cspress/instruct.htm>. Prepare your paper in PDF file (Adobe format), and send it to our web site.

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SUBMISSION NOTIFICATION

When you submit a paper, please send an e-mail to jianhua@k.hosei.ac.jp with the following information: paper ID number (assigned by the submission system), paper title, author's name, postal address, email address, abstract, and keywords.

PAPER PUBLICATION

Accepted papers will be published as proceedings by IEEE Computer Society Press. Distinguished papers will be revised and published in the International Journal of Mobile Multimedia (JMM), and the International Journal of Pervasive Computing and Communications (JPCC).

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