

The Ninth IEEE International Conference on Ubi-media Computing (U-Media 2016)

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Moscow, Russia, August 15-17, 2016



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Events in the cyberspace can be modeled as a spatiotemporal continuity populated by computing devices, communication channels, and multimodal interactions. Contemporary ubiquitous devices unleash the boundary of one-to-one human-computer interaction. E.g., it has become a de facto style of facilitating social events that participants use several distributed devices through multimodal interaction. How people access multimodal media in different context is an interesting yet challenging problem. Ubi-media Computing, as it is bravely defined, brings together technologies for location/context adaptation, inter-device interaction/reaction, and media/data communication.

In line with the blooming technologies realizing the above concepts, this international conference looks at the state-of-the-art and original research issues to be published in the proceedings. New contributions include three perspectives: devices that realize ubiquitous computing, multimodal interactions between human and these ubiquitous devices, and the need of adaptive multimedia.

The conference proceedings will be published by IEEE, with best papers recommended for publication in special issues of international journals. Topics of interests include but not limit to the following:

- **Ubi-Media Infrastructure/Systems**
Wireless and mobile networking for ubiquitous multimedia
Mobility computing systems, Peer-to-peer networking
Network architectures, protocols, and algorithms
Ad hoc and sensor network, Cross-layer design
Advanced communication techniques, Smart objects
Cognitive computing in Ubi-Media Systems
- **Ubi-Media Middleware & Tools**
Adaptive, autonomic and context-aware computing
Cross-network media server, Computational intelligences
Semantic web and knowledge grid, Content protection
Privacy & security in ubiquitous environments
Agent technologies, Human-computer interaction
Programming models for Ubi-Media, Knowledge representation and ontology
- **Ubi-Media Services and Managements**
Service provisioning for ubiquitous multimedia
Quality of service, Resource sharing and service discovery
Location-based services, Context-aware services
Tracking in ubiquitous environments, Operating system support
Data replication, migration and dissemination for ubiquitous multimedia
- **Ubi-Media Applications**
Ubi-media for education / commerce, Ubi-media for entertainment / games
Ubi-media for medical / health care, Ubi-media for smart home / smart city
Ubi-media for citizens and E-government, Ubi-media for intelligent mobility
Ubi-media for environmental protection, Ubi-media for public safety and security

IMPORTANT DATES

Paper Submission: March 1st, 2016

Author Notification: April 15th, 2016

Final Manuscript Due: May 15th, 2016

Early Registration Due: June 1st, 2016

MANUSCRIPT FORMAT

Do not exceed 6 single-space double column, 8.5 x 11-inch pages (including figures, tables and references) in 11 point Times Roman or similar font. Number each page. Include an abstract, five to ten keywords, the technical area(s) most relevant to your paper, and the corresponding author's e-mail address. Submissions should represent original, substantive research results. We will not accept any paper which, at the time of submission, is under review for or has already been published (or accepted) for publication in another conference or journal.

SUBMISSION DETAILS

Submitted papers will be carefully evaluated based on originality, significance, technical soundness, and clarity of exposition. All papers will be refereed by at least two members of the program committee. All submitted papers MUST be formatted according to the author guidelines provided by IEEE Computer Society Press (two-column format) and MUST NOT be longer than SIX pages.