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IX12O3 - HARVEY ARROYO

Social Computing: Concepts, Methodologies, Tools, and Applications uncovers the growing and expanding phenomenon of human behavior, social constructs, and communication in online environments. This multiple volume publication presents the latest research on social change, evolving networks, media, and interaction with technology to offer audiences a comprehensive view.

This proceedings volume includes the full research papers presented at the First Intnational Conference on Mobile Computing, Applications, and Services (MobiCASE) held in San Diego, California, during October 26-29, 2009. It was sponsored by ICST and held in conjunction with the First Workshop on Innovative Mobile User Inter- tivity (WIMUI). MobiCASE highlights state-of-the-art academic and industry research work in - main topics above the OSI transport layer with an emphasis on complete end--to-end systems and their components. Its vision is largely influenced by what we see in the consumer space today: high-end mobile phones, high-bandwidth wireless networks, novel consumer and enterprise mobile applications, scalable software infrastructures, and of course an increasingly larger user base that is moving towards an almost a- mobile lifestyle. This year's program spanned a wide range of research that explored new features, algorithms, and infrastructure related to mobile platforms. We received submissions from many countries around the world with a high number from Europe and Asia in addition to the many from North America. Each paper received at least three in- pendent reviews from our Technical Program Committee members during the Spring of 2009, with final results coming out in July. As a result of the review process, we selected 15 high-quality papers and complemented them with six invited submissions from leading researchers, reaching the final count of 21 papers in the program.

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In this book, experts from Symbian, Nokia and Sun Microsystems expose the power of Java ME on Symbian OS. The book introduces programming with Java ME on Symbian OS, and also reveals what is found 'under-the-hood'. It is logically divided into four main sections: Introduction to Java ME and programming fundamentals Java ME on Symbian OS (core and advanced chapters) Drill down into MSA, DoJa and MIDP game development Under the hood of the Java ME platform The book also includes two appendixes onSNAP Mobile technology and WidSets. With over ten years' experience in Java technologies and over four years' experience at Symbian, the lead author Roy Ben Hayun now works for Sun Microsystems as a systems architect in the Engineering Services group, which leads the development, marketing and productizing of Java ME CLDC and CDC on different platforms.

The popularity of an increasing number of mobile devices, such as PDAs, laptops, smart phones, and tablet computers, has made the mobile device the central method of communication in many societies. These devices may be used as electronic wallets, social networking tools, or may serve as a person's main access point to the World Wide Web. The Handbook of Research on Mobile Software Engineering: Design, Implementation, and Emergent Applications highlights state-of-the-art research concerning the key issues surrounding current and future challenges associated with the software engineering of mobile systems and related emergent applications. This handbook addresses gaps in the literature within the area of software engineering and the mobile computing world.

This book constitutes the thoroughly refereed post-conference proceedings of the 8th International ICST Conference on Mobile and Ubiquitous Systems: Computing, Networking, and Services, MobiQuitous 2011, held in Copenhagen, Denmark, in December 2011. The 34 revised full papers presented were carefully reviewed and selected from numerous submissions. They cover a wide range of topics ranging from localization and tracking, search and

discovery, classification and profiling, context awareness and architecture, location and activity recognition as well as a best paper session, an industry track, and poster and demo papers.

The theme of Medinfo2007 is "Building Sustainable Health Systems". Particular foci are health challenges for the developing and developed world, the social and political context of healthcare, safe and effective healthcare, and the difficult task of building and maintaining complex health information systems. Sustainable health information systems are those that can meet today's needs without compromising the needs of future generations. To build a global knowledge society, there needs to be an increased cooperation between science and technology and access to high--quality knowledge and information. The papers presented are refereed and from all over the world. They reflect the breadth and depth of the field of biomedical and health informatics, covering topics such as; health information systems, knowledge and data management, education, standards, consumer health and human factors, emerging technologies, sustainability, organizational and economic issues, genomics, and image and signal processing. As this volume carries such a wide collection, it will be of great interest to anyone engaged in biomedical and health informatics research and application.

The portable device and mobile phone market has witnessed rapid growth in the last few years with the emergence of several revolutionary products such as mobile TV, converging iPhone and digital cameras that combine music, phone and video functionalities into one device. The proliferation of this market has further bene?ted from the competition in software and applications for smart phones such as Google's Android operating system and Apple's iPhone App- Store, stimulating tens of thousands of mobile applications that are made ava- able by individual and enterprise developers. Whereas the mobile device has become ubiquitous in people's daily life not only as a cellular phone but also as a media player, a mobile computing de-

vice, and a personal assistant, it is p- ticularly important to address challenges timely in applying advanced pattern recognition, signal, information and multimedia processing techniques, and new emerging networking technologies to such mobile systems. The primary objective of this book is to foster interdisciplinary discussions and research in mobile multimedia processing techniques, applications and s-tems, as well as to provide stimulus to researchers on pushing the frontier of emerging new technologies and applications. One attempt on such discussions was the organization of the First Int- national Workshop of Mobile Multimedia Processing (WMMP 2008), held in Tampa, Florida, USA, on December 7, 2008. About 30 papers were submitted from10countriesacrosstheUSA,Asia andEurope.

This book constitutes the thoroughly refereed post-conference proceedings of the First International Conference, UCMedia 2009, which was held on 9-11 December 2009 at Hotel Novotel Venezia Mestre Castellana in Venice, Italy. The conference`s focus was on forms and production, delivery, access, discovery and consumption of user centric media. After a thorough review process of the papers received, 23 were accepted from open call for the main conference and 20 papers for the workshops.

The first part of this book discusses the mobile games industry, and includes analysis of why the mobile industry differs from other sectors of the games market, a discussion of the sales of mobile games, their types, the gamers who play them, and how the games are sold. The second part describes key aspects of writing games for Symbian smartphones using Symbian C++ and native APIs. The chapters cover the use of graphics and audio, multiplayer game design, the basics of writing a game loop using Symbian OS active objects, and general good practice. There is also a chapter covering the use of hardware APIs, such as the camera and vibra. Part Three covers porting games to Symbian OS using C or C++, and discusses the standards support that Symbian OS provides,and some of the middleware solutions available. A chapter about the N-Gage platform discusses how Nokia is pioneering the next generation of mobile games, by providing a platform SDK for professional games developers to port games rapidly and effectively. The final part of the book discusses how to create mobile games for Symbian smartphones using java ME, Doja (for Japan) or Flash Lite 2. This book will help you if you are: * a C++ developer familiar with mobile development but new to the games market * a professional games de-

veloper wishing to port your games to run on Symbian OS platforms such as S60 and UIQ * someone who is interested in creating C++, Java ME or Flash Lite games for Symbian smartphones. This book shows how to create mobile games for Symbian smartphones such as S60 3rd Edition, UIQ3 or FOMA devices. It includes contributions from a number of experts in the mobile games industry, including Nokia's N--gage team, Ideaworks3D, and ZingMagic, as well as academics leading the field of innovative mobile experiences.

On behalf of the Organizing Committee for Pervasive 2008, welcome to the proceedings of the 6th International Conference on Pervasive Computing. The year2008wasthesecondtimeinasmanyyearsthatthePervasiveconferencehas attempted to "globalize": For the second year in a row the conference was held outside of Europe. The conference is seen as one of the most respected venues for publishing researchon pervasive and ubiquitous computing and captures the state of the art in pervasive computing research. In 2008, as in previous years, the proceedings present solutions for challenging research problems and help to identify upcoming research opportunities. Pervasive 2008 attracted 114 high-quality submissions, from which the Te- nical Program Committee accepted 18 papers, resulting in a competitive 15. 8% acceptance rate. There were over 335 individual authors from 27 countries,c- ing from a wide range of disciplines and from both academic and industrial organizations. Papers were selected solely on the quality of their peer reviews using a double-blind review process. The review process was carried out by 38 members of the international Technical ProgramCommittee (TPC) who are - perts of international standing. The TPC members were aided by 104 external reviewers. It wasa rigorousreviewprocess,in whicheachpaper had atleastfour reviews: three reviews provided by by the Committee members and one review written by an external reviewer. The reviews were followed by a substantive - liberation on each paper during an electronic discussion phase before the start of the Committee meeting.

This book constitutes the refereed proceedings of HCI and Usability for e-Inclusion, held as the 5th Symposium of the Workgroup Human-Computer Interaction and Usability Engineering of the Austrian Computer Society, USAB 2009, in Linz, Austria, in November 2009. The 12 revised full papers and 26 revised short papers presented were carefully reviewed and selected from 60 submissions. The papers are organized in topical sections on gender and

cognitive performance, usefulness, usability, accessibility, emotion, confidence and elderly, usability testing, evaluation, measurement, education, learning and e-inclusion, design for adaptive content processing, grounded theory, activity theory and situated action, smart home, health and ambient assistent living, user centred design and usability practice, interaction, assistive technologies and virtual environments, communication, interfaces and haptic technology as well as new technologies and challenges for people with disabilities. Provides information on creating a variety of gadgets and controllers using Arduino.

This book constitutes the refereed proceedings of the 4th International Workshop on Ambient Assisted Living, IWAAL 2012, held in Vitoria-Gasteiz, Spain, in December 2012. The 58 research papers were carefully reviewed and selected from various submissions. The papers are organized in topical sections such as intelligent healthcare and home-care environments, AAL environments, sensing and monitoring, human--computer interaction at assistive environments, semantic modeling for realizing AAL, and application domains.

If you want to write mobile applications without the idioms of Symbian C++, have existing software assets that you'd like to re-use on Symbian devices, or are an open source developer still waiting for an open Linux-based device to gain significant market penetration, this is the book for you! Beginning with an introduction to the native programming environments available and descriptions of the various technologies and APIs available, you will first learn how to go about porting your code to the Symbian platform. Next, you will discover how to port to Symbian from other common platforms including Linux and Windows. Finally, you can examine sample porting projects as well as advanced information on topics such as platform security. The author team consists of no less than six Forum Nokia Champions, together with technical experts from the Symbian community, either working on Symbian platform packages or third party application development. With this book, you will benefit from their combined knowledge and experience. In this book, you will learn: How to port and make use of existing open source code to speed up your development projects How to port applications from other popular mobile platforms to the Symbian platform How to write code that is portable across multiple platforms The APIs in the Symbian platform for cross-platform development, such as support for standard C/C++ and Qt.

Uncovers the growing and expanding

phenomenon of human behavior, social constructs, and communication in online environments.

You're on the go all the time — maybe for business, maybe because it's a byproduct of your busy lifestyle. But either way, your life would be easier if you had Internet access wherever you are. Well, when it comes to the Internet, you CAN take it with you! You just need the right stuff, and Mobile Internet For Dummies tells you what that is, how to find it, and how to use it. This easy-to-follow guide is packed with tips on choosing the best mobile device, software, and service provider for your needs, but that's not all. You'll see how to use your mobile Web browser, find made--for-mobile content (and create your own) and much more. Mobile Internet For Dummies explains how the Mobile Internet differs from the garden-variety Internet, and shows you how to: Find your mobile phone browser Use the Mobile Internet to surf, shop, blog, watch movies, and more — on the go Send and receive e-mail from your mobile device Locate other mobile applications Watch TV on your mobile phone Manage your kids' access to the Mobile Internet Secure and name a mobile Internet site and acquire mobile Web development tools Build your own made-for-mobile Web site Use your Mobile Internet site to promote your business and generate revenue With the help of Mobile Internet For Dummies, you'll be able to stay connected wherever you happen to be, and maybe even make it pay off with a bit of income.

Since the time when interactive television emerged as a medium for the home environment,ithasbeenpermanentlyevolving.Changingrequirementsanduser behavior, e.g., the demand for being mobile and have access to information and entertainmentanywhereandanytime,arechallenginginteractiveTV.Newkinds of interactive services have to be conceived for the increasing mobile, ubiquitous requirements of the di?erent user groups. In these changing environments, a better understanding of emerging contexts and their implications is essential. This gave birth to the idea for the theme of the EuroITV 2008 Conference: "Changing Television Environments." EuroITV 2008, the 6th edition of the - ropean Conference on Interactive Television, was organized and hosted by the HCI and Usability Unit, ICT&S Center, University of Salzburg, Austria. The EuroITV Conference Series started at Brighton University in 2003 and 2004. It was followed by Aalborg University in 2005, Athens University of Economics and Business in 2006 and by CWI (Centrum Voor Wiskunde en Informatica) in Amsterdam 2007. We would like to thank all former

Chairs for making this greatconference series happen andfor providing us with the opportunity to host EuroITV 2008.

Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

A consumer guide integrates shopping suggestions and handy user tips as it describes and rates dozens of digital electronic products, including cell phones, digital cameras, televisions, computers, and home theater products.

New Trends in Multimedia and Network Information Systems discusses a very broad scope of subject matters including multimedia systems in their widest sense, web systems and network technologies. This monograph also includes texts devoted to more traditional information systems that draw on the experience of the multimedia and network systems. Each of the discussed research trends is considered from both theoretical and practical viewpoints. Imposing a clear-cut classification for such a diverse research area is not an easy task. The challenge is even greater due to the fact that in this book the focus lies on the most topical research work of scientists from all over the world. The studies are original and were not published anywhere else. The chapters represent the dominant advances in computer information systems and it is worth emphasizing that in most cases the research work relies heavily on the achievements and techniques developed originally in the area of artificial intelligence. As a result, the monograph is divided into four major parts: multimedia information technology; data processing in information systems; information system applications; and web systems and network technologies. Each of these parts covers a couple of chapters on detailed subject fields that comprise the area of its title.

The dramatic progress of smartphone technologies has ushered in a new era of mobile sensing, where traditional wearable on-body sensors are being rapidly superseded by various embedded sensors in our smartphones. For example, a typical smartphone today, has at the very least a GPS, WiFi, Bluetooth, triaxial accelerometer, and gyroscope. Alongside, new accessories are emerging such as proximity, magnetometer, barometer, temperature, and pressure sensors. Even the default microphone can act as an acoustic sensor to track noise exposure for example. These sensors act as a ""lens"" to understand the

user's context along different dimensions. Data can be passively collected from these sensors without interrupting the user. As a result, this new era of mobile sensing has fueled significant interest in understanding what can be extracted from such sensor data both instantaneously as well as considering volumes of time series from these sensors. For example, GPS logs can be used to determine automatically the significant places associated to a user's life (e.g., home, office, shopping areas). The logs may also reveal travel patterns, and how a user moves from one place to another (e.g., driving or using public transport). These may be used to proactively inform the user about delays, relevant promotions from shops, in his ""regular"" route. Similarly, accelerometer logs can be used to measure a user's average walking speed, compute step counts, gait identification, and estimate calories burnt per day. The key objective is to provide better services to end users. The objective of this book is to inform the reader of the methodologies and techniques for extracting meaningful information (called ""semantics"") from sensors on our smartphones. These techniques form the cornerstone of several application areas utilizing smartphone sensor data. We discuss technical challenges and algorithmic solutions for modeling and mining knowledge from smartphone-resident sensor data streams. This book devotes two chapters to dive deep into a set of highly available, commoditized sensors---the positioning sensor (GPS) and motion sensor (accelerometer). Furthermore, this book has a chapter devoted to energy-efficient computation of semantics, as battery life is a major concern on user experience.

Every day we share encounters with others as we inhabit the space around us. In offering insights and knowledge on this increasingly important topic, this book introduces a range of empirical and theoretical approaches to the study of shared encounters. It highlights the multifaceted nature of collective experience and provides a deeper understanding of the nature and value of shared encounters in everyday life. Divided into four sections, each section comprises a set of chapters on a different topic and is introduced by a key author in the field who provides an overview of the content. The book itself is introduced by Paul Dourish, who sets the theme of shared encounters in the context of technological and social change over the last fifteen years. The four sections that follow consider the characteristics of shared encounters and describe how they can be supported in different settings: the first section, introduced by Barry Brown, looks

at shared experiences. George Roussos, in the second section, presents playful encounters. Malcolm McCulloch introduces the section on spatial settings and – last but not least – Elizabeth Churchill previews the topic of social glue. The individual chapters that accompany each part offer particular perspectives on the main topic and provide detailed insights from the author's own research background. A valuable reference for anyone designing ubiquitous media, mobile social software and LBS applications, this volume will also be useful to researchers, students and practitioners in fields ranging from computer science to urban studies.

This book provides a cross-disciplinary reference to speech in mobile and pervasive environments Speech in Mobile and Pervasive Environments addresses the issues related to speech processing on resource--constrained mobile devices. These include speech recognition in noisy environments, specialised hardware for speech recognition and synthesis, the use of context to enhance recognition and user experience, and the emerging software standards required for interoperability. This book takes a multi-disciplinary look at these matters, while offering an insight into the opportunities and challenges of speech processing in mobile environs. In developing regions, speech-on-mobile is set to play a momentous role, socially and economically; the authors discuss how voice-based solutions and applications offer a compelling and natural solution in this setting. Key Features Provides a holistic overview of all speech technology related topics in the context of mobility Brings together the latest research in a logically connected way in a single volume Covers hardware, embedded recognition and synthesis, distributed speech recognition, software technologies, contextual interfaces Discusses multimodal dialogue systems and their evaluation Introduces speech in mobile and pervasive environments for developing regions This book provides a comprehensive overview for beginners and experts alike. It can be used as a textbook for advanced undergraduate and postgraduate students in electrical engineering and computer science. Students, practitioners or researchers in the areas of mobile computing, speech processing, voice applications, human-computer interfaces, and information and communication technologies will also find this reference insightful. For experts in the above domains, this book complements their strengths. In addition, the book will serve as a guide to practitioners working in telecom-related industries.

MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

Since its inception in Savannah, Georgia (USA) in 2000, the highly successful GIScience conferenceseries (www.giscience.org)has regularlyattractedover250 researchers from all over the world whose common interest lies in advancing the research frontiers of fundamental aspects of the production, dissemination, and use of geographic information. The conference is bi-annual and brings together leading researchers from all cognate disciplines re?ecting the interdisciplinary breadth of GIScience, including (but not limited to) geography, cognitive s- ence, computer science, engineering, information science, mathematics, philo- phy, psychology, social science, and (geo)statistics. Following the, literally breathtaking,conference in Park City, Utah (USA) at 2103m, the sixth GIScience 2010 conference returned to Europe for the second time. The 2010 conference was held in Zurich, Switzerland, a place nominated repeatedly as the world's most livable (if not cheapest!) city. Zurich is also a GIScience landmark, as in 1990 one of the founders of the GIScience conference series, Dr. Michael Goodchild, delivered a memorable talk setting out how f- damental research on GISystems could turn into GIScience at the very same conference location during the Spatial Data Handling Symposium.

The book is compilation of technical papers presented at International Research Symposium on Computing and Network Sustainability (IRSCNS 2016) held in Goa, India on 1st and 2nd July 2016. The areas covered in the book are sustainable computing and security, sustainable systems and technologies, sustainable methodologies and applications, sustainable networks applications and solutions, user-centered services and systems and mobile data management. The novel and recent technologies presented in the book are going to be helpful for researchers and industries in their advanced works.

Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions. Software Design and Development: Concepts, Methodologies, Tools, and Applications brings together the best practices of theory and implementation in the development of software systems. This reference source is essential for researchers, engineers,

practitioners, and scholars seeking the latest knowledge on the techniques, applications, and methodologies for the design and development of software systems.

Consumer electronics (CE) devices, providing multimedia entertainment and enabling communication, have become ubiquitous in daily life. However, consumer interaction with such equipment currently requires the use of devices such as remote controls and keyboards, which are often inconvenient, ambiguous and non-interactive. An important challenge for the modern CE industry is the design of user interfaces for CE products that enable interactions which are natural, intuitive and fun. As many CE products are supplied with microphones and cameras, the exploitation of both audio and visual information for interactive multimedia is a growing field of research. Collecting together contributions from an international selection of experts, including leading researchers in industry, this unique text presents the latest advances in applications of multimedia interaction and user interfaces for consumer electronics. Covering issues of both multimedia content analysis and human-machine interaction, the book examines a wide range of techniques from computer vision, machine learning, audio and speech processing, communications, artificial intelligence and media technology. Topics and features: introduces novel computationally efficient algorithms to extract semantically meaningful audio-visual events; investigates modality allocation in intelligent multimodal presentation systems, taking into account the cognitive impacts of modality on human information processing; provides an overview on gesture control technologies for CE; presents systems for natural human-computer interaction, virtual content insertion, and human action retrieval; examines techniques for 3D face pose estimation, physical activity recognition, and video summary quality evaluation; discusses the features that characterize the new generation of CE and examines how web services can be integrated with CE products for improved user experience. This book is an essential resource for researchers and practitioners from both academia and industry working in areas of multimedia analysis, human-computer interaction and interactive user interfaces. Graduate students studying computer vision, pattern recognition and multimedia will also find this a useful reference.

The two volume set LNCS 5726 and LNCS 5727 constitutes the refereed proceedings of the 12th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2009, held in Uppsala, Sweden, in August 2009. The 183 revised papers pre-

sented together with 7 interactive poster papers, 16 workshops, 11 tutorials, 2 special interest group papers, 6 demonstrations, 3 panels and 12 doctoral consortium papers were carefully reviewed and selected from 723 submissions. The 99 papers included in the first volume are organized in topical sections on accessibility; affectice HCI and emotion; child computer interfaces; ethics and privacy; evaluation; games, fun and aesthetic design; HCI and Web applications; human cognition and mental load; human error and safety; human-work interaction design; interaction with small and large displays; international and cultural aspects of HCI; mobile computing; and model-based design of interactive systems.

PES College of Engineering is organizing an International Conference on Emerging Research in Electronics, Computer Science and Technology (ICERECT-12) in Mandya and merging the event with Golden Jubilee of the Institute. The Proceedings of the Conference presents high quality, peer reviewed articles from the field of Electronics, Computer Science and Technology. The book is a compilation of research papers from the cutting-edge technologies and it is targeted towards the scientific community actively involved in research activities.