

The 13th IEEE International Conference on Ubiquitous Intelligence and Computing

<http://uic2016.sciencesconf.org/>

Co-located with: ATC 2016, ScalCom 2016, CBDCom 2016, IoP 2016

July 18-21, 2016, Toulouse-France

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Ubiquitous sensors, devices, networks and information are paving the way towards a smart world in which computational intelligence is distributed throughout the physical environment to provide reliable and relevant services to people. This ubiquitous intelligence will change the computing landscape because it will enable new breeds of applications and systems to be developed and the realm of computing possibilities will be significantly extended. By enhancing everyday objects with intelligence, many tasks and processes could be simplified, the physical spaces where people interact like the workplaces, homes or cities, could become more efficient, safer and more enjoyable. Ubiquitous computing, or pervasive computing, uses these many "smart things or u-things" to create smart environments, services and applications.

Research on ubiquitous intelligence is an emerging research field covering many disciplines. A series of grand challenges exist to move from the current level of computing services to the smart world of adaptive and intelligent services. UIC 2016 is the next edition of the successful series, previously held as UIC 2015 Beijing China, UIC 2014 Bali Indonesia, UIC 2013 Vietri sul Mare Italy, UIC 2012 Fukuoka Japan, UIC 2011 Banff Canada, UIC 2010 Xi'an China, UIC 2009 Brisbane Australia, UIC 2008 Oslo Norway, UIC 2007 Hong Kong China, UIC 2006 Wuhan China, UIC 2005 Nagasaki Japan, UIC 2004 Taipei. It offers a forum for researchers to exchange ideas and experiences in developing intelligent/smart objects, environments and systems.

The 13th IEEE International Conference on Ubiquitous Intelligence and Computing (UIC 2016) will include a highly selective program of technical papers, accompanied by workshops, demos, panel discussions and keynote speeches. We welcome high quality papers that describe original and unpublished research advancing the state of the art in ubiquitous intelligence and computing.

Track 1: Smart Objects and Interactions

- AutoID technologies such as RFID or iBeacon
- Embedded Chips, Sensors, and Actuators
- MEMS, NEMS, Micro and Biometric Devices
- Printed electronics and new materials
- Wearable Devices & Embodied interaction
- Materials, Textiles, Fabrics, Furniture, etc.
- Embedded Software and Agents
- Interaction to Smart Objects and Devices
- Smart Object OS and Programming
- Novel interaction models for Smart Objects
- Self-explanatory Smart Objects

Track 2: Smart Systems and Services

- Sensor, Ad Hoc, and P2P Networks
- Wearable, Personal and Body Area Systems
- Smart Systems Programming Models and Methodologies
- Intelligent Services and Architectures
- Cognitive computing in ubiquitous systems
- Human activity recognition
- Adaptive, autonomic and context-aware Systems
- Big Data in Ubiquitous Systems
- Nature-inspired Intelligent Systems
- Knowledge Representation and Reasoning

Track 3: Smart Environments and Applications

- Urban Computing and Smart City apps and systems
- Smart Home, Office, Laboratory, and Factory
- Intelligent Traffic and Transportation
- Intelligent Energy Consumption
- Intelligent Environmental Protection
- Smart Healthcare and Active Assisted Living
- Smart Education
- Pervasive Games and Entertainment
- Smart Public Safety and Security

Track 4: Personalization and Social Aspects

- Social Computing and Crowd Computing
- Mobile Crowd Sensing and sourcing
- Computational models
- Location-Based Social Networks
- Human Mobility Modeling and Mining
- Human centered computing
- Context-aware Computing
- Recommendation Systems for Ubiquitous Computing
- Human-centric design & sensing
- Intelligent Socially aware and Community-aware Systems
- Security, Privacy, Safety and Ethical & Legal Issues
- Smart Object mediated Behaviour modelling and Change

IMPORTANT DATES

Paper Submission Deadline: March 25, 2016

Authors Notification: May 6, 2016

Camera-ready: May 20, 2016

PAPER SUBMISSION

Main conference papers are limited to 8 pages, following the IEEE CS format, and are to be submitted as PDF via the UIC 2016 submission site: Submission deadline: March 25, 2016, <https://easychair.org/conferences/?conf=uic2016>.

PAPER PUBLICATION

Accepted conference papers will be published by IEEE CPS (IEEE-DL and EI indexed). At least one author of each accepted paper is required to register and present their work at the conference; otherwise the paper will not be included in the proceedings. Best Paper Awards will be presented to high quality papers. Selected papers, after further extensions and revisions, will be recommended to special issues. More details can be found via <http://uic2016.sciencesconf.org/>.

WORKSHOPS

The UIC 2016 Organizing Committee invites proposals for workshops associated to the conference. Accepted workshop papers will be included in the proceedings published by IEEE CS Press. For submission guidelines see <http://uic2016.sciencesconf.org/resource/page/id/5>.

For workshop proposals, contact: elbaz@laas.fr or liming.chen@dmu.ac.uk