IARIA

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The Third International Conferences on Advanced Service Computing
SERVICE COMPUTATION 2011
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http://www.iaria.org/conferences11/SERVICECOMPUTATION11.html

Important deadlines:

Submission (full paper)	April 20, 2011
Notification	May 30, 2011
Registration	June 17, 2011
Camera ready	June 17, 2011

Tracks:

Service innovation, evaluation and delivery

Service requirement validation; Service design; Service deployment; Service delivery; Service lifecycle; Service knowledge and service innovation; Model-driven service engineering; Knowledge-intensive services; Risk management in services management; Service testing and validation; Service consumption and delivery outcome; Quality of service; Quality of experience; Quality of service impact; Service audit metrics; Service innovation; Service bundling; Service research; Service composition; Collaborative services; Service business models; Service personalization; Security and trust in services

Ubiquitous and pervasive services

Foundations of ubiquitous and pervasive services, networks and applications; Specification, discovery, and matching of ubiquitous and pervasive services; Computing, orchestration and harmonization of ubiquitous and pervasive services; Technologies for modeling, designing, and testing ubiquitous and pervasive services; Service-oriented agent-based architectures, protocols and deployment environments; Integration and deployment of ubiquitous and pervasive services; Ubiquitous and pervasive services in peer-to-peer and overlay networks; Ubiquitous and pervasive services in mobile networks and sensor networks; Ubiquitous and pervasive services in unmanned air, underwater, and ground vehicle networks; Adaptive and self-adaptive ubiquitous and pervasive services; Context awareness, adaptation and management of ubiquitous and pervasive services; Security, trust and privacy management in ubiquitous and pervasive services; Semantics and ontology for ubiquitous and pervasive services; Web services and middleware support for ubiquitous and pervasive services; Energy management and harvesting for network with ubiquitous and pervasive systems; Case studies, lessons learned, experiments, simulations and trials for ubiquitous and pervasive services

WEB Services

Basics and formalisms on Web services; Web x.0 concepts in Web services evolution in this framework; Methodologies for specification, deployment and enhancements of Web services; Modeling and composition of Web services; Discovery, matching, and integration of Web services; SLA/QoS/QoE in Web services (privacy, security, performance, reliability, fault tolerance); Testing and validating Web services; Publishing, discovery, tracking, and selection of Web services; Web services lifecycle management; Semantics and Ontology in Web services; Cloud computing, service-as-a-software and on-demand Web services; Mobile and intermittent Web services; Web services-based services, applications and solutions; Web services standards and formalizations; Service-Oriented Architecture (SOA) infrastructure and middleware

Society and business services

Public (mail, schools, banking, financial, personal, real estate, health, government, insurance, hospitals, transportation, library); Utility (broadcasting & cable TV, printing & publishing, energy, Internet, hotels, retail, waste management, security, rental); Entertainment (advertising, casinos & gaming, recreational, restaurant, travel); Business (communications, specialty, technology, planning, supply chain management, marketing, design, wholesale distribution); Business process management (business knowledge, business protocols, service level agreements, business licensing models, business financial models, and business advertizing models