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The Sixth International Conference on Ambient Computing, Applications, Services and Technologies
AMBIENT 2016
October 9 - 13, 2016 - Venice, Italy
http://www.iaria.org/conferences2016/AMBIENT16.html

Important deadlines:

Submission (full paper)	May 23, 2016
Notification	July 16, 2016
Registration	July 30, 2016
Camera ready	August 30, 2016

Tracks:

Track 1: Ambient computing environments, sensors and hardware

Fundamental for ambient computing and mechanisms; Environmental sensing and computing; Distributed ambient and artificial intelligence; Autonomic ambient networks and communications; Smart environments and applications; Ubiquitous and mobile computing

Track 2: Ambient computing and modeling

Sentient Computing; Tracking and sensing networks; Location-based computing; Ambient context modeling and reasoning; Context-aware computing; Local and global sensing; Multi-sensory and multi-modal fusion; Citizen-oriented urban computing

Track 3: Ambient devices, applications and systems

Ambient media and devices; Ambient content and methods for adding intelligence to media objects; Sentient offices; Smart phones; Glasses and filters for ambient game and movie; Social networks and social computing; Semantic-location; Body sensors; Wearable devices; Smart sensors; Smart technologies (smart home, smart metering, smart grids, smart sensors, smart home appliances, etc.)

Track 4: Ambient services, technology and platforms

Personalized services; Ambient assisted living (AAL) ; Social games; Domotics (Home Automation) ; Domestic robotics; Intelligent homes; Tele-care and Telemedicine; Mobile media; Mobile learning; Emergency services; Ambient-oriented technologies (wireless, social networks) ; Universal access; Ambient platforms; Ambient and mobile social networks

Track 5: User Friendly Interfaces

Haptic interfaces; Smart user interfaces; Ambient interfaces (touch, gesture, haptics, biometrics) ; Multimodal interfaces and interaction

Track 6: Ambient Business Models, Privacy and Trust

Business model and business cases, security, privacy and trust, Real-life implementations