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The Sixth International Conference on Mobile Ubiquitous Computing, Systems, Services and Technologies
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http://www.iaria.org/conferences2012/UBICOMM12.html

Important deadlines:

Submission (full paper)	May 7, 2012
Notification	June 23, 2012
Registration	July 7, 2012
Camera ready	July 7, 2012

Tracks:

Fundamentals

Semantics of ubiquity; Ubiquitous knowledge; Knowledge discovery mechanisms; Profiling ubiquitous environments; Ubiquitous technologies for education, learning, and training

Mobility

Ubiquitous computing; Wearable computing; Mobile computing; Nomadic computing; Mobile commerce; Mobile learning

Information Ubiquity

Ubiquitous information appliances; Information retrieval and filtering; Context awareness; Control of ubiquitous data; Data management and processing; Data replication, migration and dissemination; Ubiquitous computing and Internet of Things

Ubiquitous Multimedia Systems and Processing

Multimedia content recognition, indexing and search; Mobile graphics, games and entertainment; Ubiquitous multimedia applications and systems; Streaming mobile multimedia; Mobile media management; Multimedia ubiquitous platforms; Multimedia Indexing and Compression; Image and Signal Processing; Virtual reality in ubiquitous systems

Wireless Technologies

Bluetooth; 802.11.x; 802.15.x; ZigBee; WiMax

Web Services

Web 2.0; Semantic web; Web services; Ontology; Web Services evolution; Web Services applications

Ubiquitous networks

Ubiquitous networks; Network management; Network performance evaluation; Networks and technology convergence; Internet access in ubiquitous systems; Ubiquitous mesh, ad hoc and sensor networks; RFID; Reconfigurability and personalization of ubiquitous networks

Ubiquitous devices and operative systems

Design of devices for ubiquitous systems; Mobile devices; Wearable devices; Embedded systems; Operative systems for ubiquitous devices; Real-time operating systems and scheduling

Ubiquitous mobile services and protocols

Frameworks, architectures, and languages for ubiquitous services; Queries, transactions and workflows in mobile and ubiquitous Networks; Algorithms for ubiquitous systems; SLA/QoS in ubiquitous services; Ontology based services; Location-based services; Protocols and interaction mechanisms for ubiquitous services; Mobile services and service convergence; Service discovery mechanisms; Tracking in ubiquitous environments; Measurement, control, and management of ubiquitous services; Design and development of ubiquitous services; Wireless/mobile service delivery

Ubiquitous software and security

Ambient components; Agent technologies; Software for spontaneous interoperation; Dependability guarantees; Security; Key Management and Authentication; Trust; Privacy; Fault-tolerance; Multimedia Information Security

Collaborative ubiquitous systems

Cooperative networks for ubiquitous systems; Cooperative applications for ubiquitous networks; Handheld and wearable systems for interaction in collaborative groups and communities; Ad hoc collaboration in ubiquitous computing environments; Awareness of collaboration and of work environment; Inherently mobile collaborative work

Users, applications, and business models

Mobile user interfaces; Ubiquitous user-generated content (weblogs, wikis, etc.); Mobile and ubiquitous computing support for collaborative learning; User modeling and personalization; Context- and location-aware applications; Toolkits, testbeds, development environments; Tools and techniques for designing, implementing, & evaluating ubiquitous systems; Constructing, deploying and prototyping of ubiquitous applications; Evaluation of user models for ubiquitous environments; On-line analytical techniques; Human-computer interaction in ubiquitous computing environments; Ubiquitous e-Development (business, science, health, etc.); Case Studies; Emerging industrial/business/scientific ubiquitous scenarios; Ambient intelligence; Social issues and implications of ubiquitous system