

The 3rd International Conference on Ubiquitous Intelligence and Computing (UIC-06)

- Building Smart Worlds on Real and Cyber Spaces -



<http://grid.hust.edu.cn/uic06/>

Organized by Huazhong Univ. of Sci. and Tech. (HUST)
Co-Sponsored by HUST, NSFC, ChinaGrid, IFIP
In Cooperation with the IEEE Computer Society



Wuhan and Three Gorges, China, Sept. 3-6, 2006

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See UIC-06 web site: <http://grid.hust.edu.cn/uic06/>

Further questions, please contact with

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Following ubiquitous computers, networks, information, services, etc., is a road towards a smart world (SW) created on both real and cyber spaces. A SW is mainly characterized by ubiquitous intelligence (UI) or computational intelligence pervasive in the physical world, filled with ubiquitous intelligent or smart things, that are capable of computing, communicating, and behaving smartly with some intelligence. One of the profound implications of such ubiquitous smart things is that various kinds and levels of intelligence will exist ubiquitously in everyday objects, environments, systems and even ourselves, and possibly be extended from man-made to natural things. "UbiComp" or "percomp" can be regarded as the computing of all these intelligent/smart things/u-things, that are essential elements and components of the SW.

A smart thing can be endowed with different levels of intelligence, and may be context-aware, active, interactive, reactive, proactive, assistive, adaptive, automated, sentient, perceptual, cognitive, autonomic and/or thinking. Intelligent/smart things is an emerging research field covering many disciplines. A series of grand challenges exist to move from the ubiquitous world with universal services of any means/place/time to the SW of trustworthy services with the right means/place/time. UIC-06 is a successor of the 2nd Int'l Symposium on Ubiquitous Intelligence and Smart Worlds (UISW2005, Japan, Dec. 2005) which succeeds the 1st Int'l Workshop on Ubiquitous Smart Worlds (USW2005, Taipei, Mar. 2005). It offers a forum for researchers to exchange ideas and experiences in developing intelligent/smart objects, environments, and systems as well as discuss various personal/social/physical issues faced by UI and SWs.

Topics include but are not limited to the following:

1. Ubiquitous Intelligent/Smart Objects

- * Electronic Label, Card, E-Tag and RFID
- * Embedded Chips, Sensor & Actuator
- * MEMS, NEMS, Mote & Biometric Device
- * Everyday Good, Artifact, Robot, etc.
- * Smart Appliance and Wearable Device
- * Material, Textile, Cloth, Furniture, etc.
- * Emerging Intelligent/Smart Objects
- * Embedded Software and Agents

2. Ubiquitous Intelligent/Smart Environments

- * Room, Home, Office, Laboratory, etc.
- * Building, Library, School, Campus, etc.
- * Shop, Clinic, Hospital and Health Care
- * Street, Yard, Park, Ground, City, etc.
- * Vehicle, Road, Traffic & Transportation
- * Land, Pool, Space and Hyperspace
- * Learning, Sport, Entertainment, etc.
- * Novel Intelligent/Smart Applications

3. Ubiquitous Intelligent/Smart Systems

- * Sensor, Ad Hoc & Intelligent Network
- * Knowledge Representation and Ontology
- * Wearable, Personal and Body Area Systems
- * OS, Middleware and Intelligent Association
- * Intelligent Service Architecture, Grid & Mesh
- * Massive Agents, Swarm/Amorphous Systems
- * Proactive, Autonomic and Organic Systems
- * Novel Intelligent/Smart Systems

4. Personal/Social/Physical Aspects

- * Real/Cyber World Modeling and Semantics
- * End-User Interface, Control & Programming
- * Social/Natural/Physical Model of UI & SW
- * User/Object Identity and Activity Recognition
- * Security, Privacy, Trust and Legal/Policy Issues
- * Emotional, Ethical and Psychological Factors
- * Implication and Impact of UI and SW
- * Relations between Real and Cyber Worlds

IMPORTANT DATES

Submission Deadline:	March 19, 2006 (Extended)
Authors Notification:	May 10, 2006
Final Manuscript Due:	June 10, 2006

ELECTRONIC SUBMISSION

Prepare your paper with free styles not more than 15 pages in PDF file. Submit your paper(s) at the UIC-06 web site: <http://grid.hust.edu.cn/uic06/>

PAPER PUBLICATION

Accepted papers will be published by Lecture Note in Computer Science (LNCS). Authors of accepted papers, or at least one of them, are requested to register and present their work at the conference, otherwise their papers will be removed from the digital library after the conference.

Distinguished papers, after further revisions, will be published in special issues of the Journal of Ubiquitous Computing and Intelligence (JUCI), and the International Journal of Pervasive Computing and Communications (JPCC). A set of high quality papers of the conference, after further revisions, also will be published in an edited book published by Springer, Germany, and in an edited book published by IDEA Publishing Group, USA, respectively.