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Call for Papers

Track 8 – Mobile and Wearable Devices, Services and Applications

Track Chairs:

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Scope and Motivation:

Computing has evolved from typical desktop, laptop and high-end servers, to distributed scenarios where mobile devices are essential to provide final users with applications under dynamic conditions. The set of personal devices has expanded in the last years, and new wearable and mobile devices appear year after year. The target applications of these gadgets span diverse areas, such as e-health, training, agenda, augmented reality or transport, among others. In the same line, middleware and services have appeared to cope with the mobility of end devices, ranging from network supporting software to new sensor and information fusion advances, such as enhanced positioning systems.

In this context, the Mobile and Wearable Devices, Services, and Applications Track seeks innovative and significant research results examining the design, evaluation, and deployment of mobile and wearable devices, services, and applications.

Main Topics of Interest:

The Mobile and Wearable Devices, Services and Applications Track seeks original contributions in the following topic areas, in addition to others closely related but not explicitly listed:

- Mobile and wearable devices, platforms and frameworks
- Novel applications of wearable and mobile computing, including health, wellness, assisted living, education, transport and social networking
- Wearable computing technologies and challenges
- Context awareness and sensing
- Mobile and wearable user experience, interaction, and usability
- Mobile and wearable security
- Mobile OS and middleware
- Communications in wearable devices
- Networked wearable devices, mobility support
- Formal mobile and wearable system evaluation
- Mobile testbed design, implementation, results
- Integration of IoT and 5G technologies in mobile and wearable devices
- Mobile and wearable devices in Smart City scenarios
- Energy-efficient communications for wearable devices
- Advances in sensors and information fusion for dynamic scenarios, including positioning

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