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Nota di contenuto	MUE2016 -- 1 Multimedia Modeling and Processing -- 2 Multimedia and Digital Convergence -- 3 Ubiquitous and Pervasive Computing -- 4 Ubiquitous Networks and Mobile Communications -- 5 Intelligent Computing -- 6 Multimedia and Ubiquitous Computing Security -- 7 Multimedia and Ubiquitous Services -- 8 Multimedia Entertainment -- 9 Other IT and Multimedia Applications -- FutureTech2016 -- 1 Hybrid Information Technology -- 2 High Performance Computing -- 3 Cloud and Cluster Computing -- 4 Ubiquitous Networks and Wireless Communications -- 5 Digital Convergence -- 6 Multimedia Convergence -- 7 Intelligent and Pervasive Applications -- 8 Security and Trust Computing -- 9 IT Management and Service -- 10 Bioinformatics and Bio-Inspired Computing -- 11 Database and Data Mining -- 12 Knowledge System and Intelligent Agent -- 13 Game and Graphics -- 14 Human-centric Computing and Social Networks.

Sommario/riassunto

This volume presents selected papers from prominent researchers participating in the 11th International Conference on Future Information Technology and the 10th International Conference on Multimedia and Ubiquitous Engineering, Beijing, China, April 20-22, 2016. These large international conferences provided an opportunity for academic and industry professionals to discuss recent progress in the fields of multimedia technology and ubiquitous engineering including new models and systems and novel applications associated with the utilization and acceptance of ubiquitous computing devices and systems. The contributions contained in this book also provide more information about digital and multimedia convergence, intelligent applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, the semantic web, user experience and HCI, security and trust computing. This book describes the state of the art in multimedia and ubiquitous engineering, and future IT models and their applications.
