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Soggetti	User interfaces (Computer systems) Computer networks Computers and civilization Software engineering Computers, Special purpose User Interfaces and Human Computer Interaction Computer Communication Networks Computers and Society Software Engineering Special Purpose and Application-Based Systems
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Nota di contenuto	Event-Driven, Personalizable, Mobile Interactive Spaces -- EasyLiving: Technologies for Intelligent Environments -- Beyond the Control Room: Mobile Devices for Spatially Distributed Interaction on Industrial Process Plants -- PowerView Using Information Links and Information Views to Navigate and Visualize Information on Small Displays -- A Comparison of Free Interaction Modes for Mobile Layout System -- Real-World Graphical User Interfaces -- Lessons Learned from the Design of a Mobile Multimedia System in the MOBY DICK Project -- Notable: At the Intersection of Annotations and Handheld Technology -- Creating Web Representations for Places -- A Context-Sensitive Nomadic Exhibition Guide -- Exploiting Location-Based Composite Devices to Support and Facilitate Situated Ubiquitous Computing --

Location-Aware Information Delivery with ComMotion -- CybreMinder: A Context-Aware System for Supporting Reminders -- Using Handheld Devices in Synchronous Collaborative Scenarios -- Smartcards: How to Put Them to Use in a User-Centric System -- Using Dynamic Mediation to Integrate COTS Entities in a Ubiquitous Computing Environment -- EVENTMANAGER: Support for the Peripheral Awareness of Events -- Safety and Comfort of Eyeglass Displays.

Sommario/riassunto

The papers collected here are those selected for presentation at the Second International Symposium on Handheld and Ubiquitous Computing 2000 (HUC 2000) held in Bristol, UK in September 2000. The symposium was the second in a series of symposia which explores new research in the area of emerging mobile, personal, and handheld technologies. The first event, HUC'99, was held in Karlsruhe (Germany), organised by the Telecooperation Office (TecO) of the University of Karlsruhe in close collaboration with the Center for Arts and Media Technology (ZKM). This previous event, the first of its kind in the world, attracted a large number of paper submissions, was attended by over 200 international delegates, and demonstrated the growing international interest in the area with contributions from the United States, Japan and Europe. The 18 papers collected here were chosen from 70 submissions to HUC 2000, and represent a valuable resource for those wishing to understand the themes being pursued in this vibrant and exciting area of technology. The papers range from work on intelligent environment and devices, user experience, and interface design, to research in context aware systems, wearable computing, and location-based services. Together, the papers represent a snapshot of the state of the art in research in handheld and ubiquitous computing. The symposium also attracted a large number of short paper submissions, and these are available in the Springer journal Personal Technologies volume 4, number 4, which was published in tandem with these proceedings.
