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   Soggetti   Computer communication systems
                        Application software
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   Nota di contenuto   Invited Presentation -- Energy-Efficient Hand-Held Multimedia Systems - Designing the Swiss Army Knife of Computing - -- Efficient Audio/Video Coding and Delivery -- Realisation of an Adaptive Audio Tool -- A Robust JPEG Coder for a Partially Reliable Transport Service -- A Dynamic RAM Cache for High Quality Distributed Video -- Multimedia Conferencing, Synchronization and Multicast -- Fast and Optimal Multicast-Server Selection Based on Receivers' Preference -- Mcast: A Multicast Multimedia Communication Software Development Platform -- Enforcing Multipoint Multimedia Synchronisation in

Videoconferencing Applications -- Communication, Control and Telephony over IP Networks -- Utility Based Inter-stream Adaptation of Layered Streams in a Multiple-Flow IP Session -- An Interaction Control Architecture for Large Chairperson-Controlled Conferences over the Internet -- Using DMIF for Abstracting from IP-Telephony Signaling Protocols -- Invited Presentation -- Short-Range Connectivity with Bluetooth -- QoS Models and Architectures -- A QoS-Control Architecture for Object Middleware -- An Architecture for a Scalable Video-on-Demand Server Network with Quality-of-Service Guarantees -- Augmented Reliable Multicast CORBA Event Service (ARMS): A QoS-Adaptive Middleware -- Middleware Support for Media Streaming Establishment Driven by User-Oriented QoS Requirements -- Multimedia Applications and User Aspects -- Interaction of Video on Demand Systems with Human-Like Avatars and Hypermedia -- How to Make a Digital Whiteboard Secure-Using JAVA-Cards for Multimedia Applications -- How to Keep a Dead Man from Shooting -- Building Web Resources for Natural Scientists -- Invited Presentation -- On the Failure of Middleware to Support Multimedia Applications -- Design and Implementation Approaches -- JASMINE: Java Application Sharing in Multiuser INteractive Environments -- Design and Implementation of a Framework for Monitoring Distributed Component Interactions -- Specification and Implementation of an Extensible Multimedia System -- Communication Protocol Implementation in Java -- Mobile Multimedia and Ubiquitous Computing Systems -- Active Component Driven Network Handoff for Mobile Multimedia Systems -- "Mix and Match" Media Servers -- Spatially Aware Local Communication in the RAUM System -- The UbiCampus Project: Applying Ubiquitous Computing Technologies in a University Environment.

Sommario/riassunto	The first International Workshop on Interactive Distributed Multimedia Systems and Telecommunication Services (IDMS) was organized by Prof. K. Rothermel and Prof. W. Effelsberg, and took place in Stuttgart in 1992. It had the form of a national forum for discussion on multimedia issues related to communications. The succeeding event was "attached" as a workshop to the German Computer Science Conference (GI Jahrestagung) in 1994 in Hamburg, organized by Prof. W. Lamersdorf. The chairs of the third IDMS, E. Moeller and B. Butscher, enhanced the event to become a very successful international meeting in Berlin in March 1996. This short overview on the first three IDMS events is taken from the preface of the IDMS'97 proceedings (published by Springer as Lecture Notes in Computer Science, Volume 1309), written by Ralf Steinmetz and Lars Wolf. Both, Ralf Steinmetz as general chair and Lars Wolf as program chair of IDMS'97, organized an excellent international IDMS in Darmstadt. Since 1998, IDMS has moved from Germany to other European cities to emphasize the international character it had gained in the previous years. IDMS'98 was organized in Oslo by Vera Goebel and Thomas Plagemann at UniK – Center for Technology at Kjeller, University of Oslo. Michel Diaz, Phillipe Owezarski, and Patrick Sénac successfully organized the sixth IDMS event, again outside Germany. IDMS'99 took place in Toulouse at ENSICA. IDMS 2000 continued the tradition and was hosted in Enschede, the Netherlands.