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Nota di contenuto	Design Probes for Handheld and Ubiquitous Computing -- Maintaining Context and Control in a Digital World -- Everywhere Messaging -- Mobile, Ubiquitous and the Sense of Space -- The Children's Machines: Handheld and Wearable Computers Too -- Pocket BargainFinder: A Handheld Device for Augmented Commerce -- Scalable and Flexible Location-Based Services for Ubiquitous Information Access -- Enabling Context-Awareness from Network-Level Location Tracking -- Perceptual Intelligence -- Advanced Interaction in Context -- Exploring Brick-Based Navigation and Composition in an Augmented Reality -- Handheld Computing Predictions: What Went Wrong? -- The Open-End Argument for Private Computing -- Integrating PDAs into Distributed Systems: 2K and PalmORB -- Designing Information Appliances Using a Resource Replication Model -- Active Map: A Visualization Tool for Location Awareness to Support Informal Interactions -- Close Encounters: Supporting Mobile Collaboration through Interchange of User Profiles -- A Digital Photography Framework Supporting Social Interaction and Affective Awareness -- The Role of Connectivity in Supporting Context- Sensitive Applications -- Issues in Developing Context-Aware Computing -- RAMSES: A Mobile Computing System for Field Archaeology -- Token-Based Access to Digital Information -- InfoStick: An Interaction Device for Inter-Appliance Computing --

Using Spatial Co-location for Coordination in Ubiquitous Computing Environments -- Amplifying Reality -- Designing Interaction Styles for a Mobile Use Context -- POBox: An Efficient Text Input Method for Handheld and Ubiquitous Computers -- Middleware for Ubiquitous Computing -- Towards a Better Understanding of Context and Context-Awareness -- The MediaCup: Awareness Technology Embedded in an Everyday Object -- Point & Click-Interaction in Smart Environments -- Wearable Information Appliances for the Emergency Services: HotHelmet -- Using Wearable Computer as an Audiovisual Memory Prosthesis -- Today's Stories -- On the Self Evaluation of a Wearable Assistant -- On Positioning for Augmented Reality Systems -- Hippie: A Nomadic Information System -- A Rapidly Configurable Location-Aware Information System for an Exterior Environment -- Mobile Computing in Machine Engineering Applications -- Chameleon — Reconfigurability in Hand-Held Multimedia Computers -- An Evaluation of WebTwig — A Site Outliner for Handheld Web Access -- Human Factors of Multi-modal Ubiquitous Computing -- URCP: Experimental Support for Multi-modal Interfaces -- Magic Medicine Cabinet: A Situated Portal for Consumer Healthcare -- Augmented Workspace: The World as Your Desktop -- The ChatterBox -- Pollen: Virtual Networks That Use People as Carriers -- VoIP in Context-Aware Communication Spaces -- A Platform for Environment-Aware Applications -- The Design and Implementation of the Ubidata Information Dissemination Framework -- Co-authoring in Dynamic Teams with Mobile Individuals -- A Universal, Location-Aware Hoarding Mechanism -- QoS and Context Awareness for Mobile Computing -- Anonymous and Confidential Communications from an IP Addressless Computer -- Ad-hoc Network Routing for Centralized Information Sharing Systems.

Sommario/riassunto

Truly personal handheld and wearable technologies should be small and unobtrusive and allow access to information and computing most of the time and in most circumstance. Complimentary, environment-based technologies make artifacts of our surrounding world computationally accessible and facilitate use of everyday environments as a ubiquitous computing interface. The International Symposium on Handheld and Ubiquitous Computing, held for the first time in September 1999, was initiated to investigate links and synergies in these developments, and to relate advances in personal technologies to those in environment-based technologies. The HUC 99 Symposium was organised by the University of Karlsruhe, in particular by the Telecooperation Office (TecO) of the Institute for Telematics, in close collaboration with ZKM Karlsruhe, which generously hosted the event in its truly inspiring Center for Arts and Media Technology. The symposium was supported by the Association of Computing Machinery (ACM) and the German Computer Society (Gesellschaft f r Informatik, GI) and held in cooperation with a number of special interest groups of these scientific societies. HUC 99 attracted a large number of paper submissions, from which the international programme committee selected 23 high-quality contributions for presentation at the symposium and for inclusion in these proceedings. In addition, posters were solicited to provide an outlet for novel ideas and late-breaking results; selected posters are also included with these proceedings. The technical programme was further complemented by four invited keynote addresses, and two panel sessions.
