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Disciplina	006.3
Soggetti	Application software Computer communication systems Special purpose computers User interfaces (Computer systems) Optical data processing Computer Applications Computer Communication Networks Special Purpose and Application-Based Systems User Interfaces and Human Computer Interaction Information Systems Applications (incl. Internet) Image Processing and Computer Vision
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
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Nota di contenuto	Indoor Activity Monitoring for Mutual Reassurance -- IoT-Based Health Monitoring system for Active and Assisted Living -- DrivingStyles: Assessing the Correlation of Driving Behavior with Heart Rate Changes -- Understanding needs, identifying opportunities: ICT in the view of Universal Design -- Microservice Architecture Use Case for Persons with Disabilities -- Performance Comparison of H.265/HEVC, H. 264/AVC and VP9 Encoders in Video Dissemination over VANETs -- PIR Probability Model for a Cost/Reliability Tradeoff Unobtrusive Indoor Monitoring System -- Cultural Heritage and Disability: Can ICT Be the

‘Missing Piece’ to Face Cultural Heritage Accessibility Problems? -- Designing an engaging and informative application about first aid: Gamification and humor as design elements in a serious game -- IOM-Internet of Mobility: A Wearable Device for Outdoor Data Collection -- IoT: Science Fiction or real revolution? -- Design and evaluation of an ICT platform for cognitive stimulation of Alzheimer’s disease patients -- Android-Based Liveness Detection for Access Control in Smart Homes -- Smartphones as Multipurpose Intelligent Objects for AAL: Two Case Studies -- An analysis of ego network communities and temporal affinity for online social networks -- Computer Vision for the Blind: a Comparison of Face Detectors in a Relevant Scenario -- A Serious Games system for the analysis and the development of visual skills in Children with CVI -- Voice Controlled Quiz for People with Hearing Impairment -- Data Dissemination in a Wireless Video Surveillance Platform for Elderly Monitoring: Implementation and Experiments -- A Situation Aware Information Infrastructure (SAI2) Framework -- Delay Tolerant Networking for the Socio-Economic Development in Rural South Africa -- Preserving Privacy in a P2P Social Network -- A Heuristic path planning approach for UAVs integrating tracking support through wireless networks -- Object Detection and Spatial Coordinates Extraction using a Monocular Camera for a Wheelchair Mounted Robotic Arm -- Segmentation of Mosaic Images based on Deformable Models using Genetic Algorithms -- On the Retweet Decay of the Evolutionary Retweet Graph -- Maps for Easy Paths (MEP): Enriching Maps with Accessible Paths Using MEP Traces -- A review of Websites and Mobile Applications for People with Autism Spectrum Disorders: Towards Shared Guidelines -- Analysis of Stereoscopic Visualization in a consumeroriented Head Mounted Display -- The use of wearable devices in the workplace- A Systematic Literature Review -- Radio Link Planning made easy with a Telegram Bot -- Enabling Social- and Location-Aware IoT Applications in Smart Cities -- Connected Vehicles for Safety Enhancement: Reliability of Beaconing in Urban Areas -- Early training in programming: from high school to college -- A Smart Wearable Navigation System for Visually Impaired -- Enabling Smart Objects in Cities towards Urban Sustainable Mobility-as-a-Service: A Capability – Driven Modeling approach -- Crowd Sensing of Weather Conditions and Traffic Congestion based on Data Mining in Social Networks -- Physical and Cognitive Training of Children with Down Syndrome Using Video Games.

Sommario/riassunto

This book constitutes the proceedings of the Second EAI international Conference on Smart Objects and Technologies for Social Good, GOODTECHS 2016, held in Venice, Italy, November 30 – December 1, 2016. The 38 revised full papers were carefully reviewed and selected from 73 submissions. The papers reflect the design, implementation, deployment, operation and evaluation of smart objects and technologies for social good. A social good can be understood as a service that benefits a large number of people in a most possible way. Some classic examples are healthcare, safety, environment, democracy, and human rights, or even art, entertainment, and communication.