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Nota di contenuto	PowerOnt: An Ontology-based Approach for Power Consumption Estimation in Smart Homes -- A Learning Approach for Energy Efficiency Optimization by Occupancy Detection -- Intelligent Multiplatform Middleware for Wireless Sensor and Actuator Networks -- Sense-Deliberate-Act Cognitive Agents for Sense-Compute-Control Applications in the Internet of Things & Services -- A novel Term-Term similarity score based information foraging assessment -- A Cloud-Based Bayesian Smart Agent Architecture for Internet-of-Things Applications -- Design and Implementation of IoT-based Intelligent Condition Management System for the Industrial Facilities -- A Cognitive Approach to Affordance Learning in Robotic Ecologies --

Resource Constrained Devices -- A Reputation-based Distributed District Scheduling Algorithm for Smart Grids -- Eliciting Affordances for Smart Objects in IoT Era -- The Role of Affordance in Cyber-Physical Systems for Behavioral Change -- Cognitive Load Detection on Commercial EEG Devices: An Optimized Signal Processing Chain -- From Language to Action: Extraction and Disambiguation of Affordances in ModelAct -- Understanding Stroke Patients' Motivation for Motivation-driven Rehabilitative Game Design -- A Game-Based Solution for In-Home Rehabilitation -- Evaluation of Pervasive Games: Recruitment of Qualified Participants through Preparatory Game Phases -- Internet of Things based Multiplayer Pervasive Games: An architectural analysis 20 PacMap: Transferring PacMan to the Physical Realm -- Exergames for Elderly in Ambient Assisted Living Environments - Determinants for performance and technology Acceptance -- IoT Meets Caregivers: a Healthcare Support System in Assisted Living Facilities -- Development of a Remote Monitoring System for Respiratory Analysis -- HeartSense: Estimating Heart Rate from Smartphone Photoplethysmogram using Adaptive Filter and Interpolation -- A Trustworthy Mobile Solution for Healthcare based on Internet of Things -- Security and Privacy Issues in Wireless Sensor Networks for Healthcare -- Multilingual Voice Control for Endoscopic Procedures -- Recognition of Low Amplitude Body Vibrations via Inertial Sensors for Wearable Computing -- Preventing health emergencies in an unobtrusive way -- Web-Enabled Intelligent Gateways for eHealth.

Sommario/riassunto

The two-volume set LNICST 150 and 151 constitutes the thoroughly refereed post-conference proceedings of the First International Internet of Things Summit, IoT360 2014, held in Rome, Italy, in October 2014. This volume contains 74 full papers carefully reviewed and selected from 118 submissions at the following four conferences: the First International Conference on Cognitive Internet of Things Technologies, COIOTE 2014; the First International Conference on Pervasive Games, PERGAMES 2014; the First International Conference on IoT Technologies for HealthCare, HealthyIoT 2014; and the First International Conference on IoT as a Service, IoTaaS 2014. The papers cover the following topics: user-centric IoT; artificial intelligence techniques for the IoT; the design and deployment of pervasive games for various sectors, such as health and wellbeing, ambient assisted living, smart cities and societies, education, cultural heritage, and tourism; delivery of electronic healthcare; patient care and medical data management; smart objects; networking considerations for IoT; platforms for IoTaaS; adapting to the IoT environment; modeling IoTaaS; machine to machine support in IoT.
