1. **Record Nr.** UNINA9910299469803321

Titolo	Multimedia and Ubiquitous Engineering / / edited by James J. (Jong Hyuk) Park, Shu-Ching Chen, Joon-Min Gil, Neil Y. Yen
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2014
ISBN	3-642-54900-4
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (491 p.)
Collana	Lecture Notes in Electrical Engineering, , 1876-1100 ; ; 308
Disciplina	006.7
Soggetti	Electrical engineering Application software Communications Engineering, Networks Information Systems Applications (incl. Internet)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"MUE 2014 is the FTRA 8th event of the series of international scientific conference, this conference takes place May 28-31, 2014, in Zhangjiajie, China."
Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Multimedia Modeling and Processing -- Ubiquitous and Pervasive Computing -- Ubiquitous Networks and Mobile Communications -- Intelligent Computing -- Multimedia and Ubiquitous Services -- Other IT and Multimedia Applications -- Artificial Intelligence Applications for E-services(AIAE) -- Internet of Vehicles (IoV2014) -- Design and Analysis of Embedded Systems 2014 (DAES 2014) -- Design, Analysis and Tools for Integrated Circuits and Systems (DATICS) -- Future Security Technologies and Applications (FSTA).
Sommario/riassunto	The aims of these proceedings are to provide a complete coverage of the areas outlined, and to bring together researchers from academic and industry to share ideas, challenges, and solutions relating to the multifaceted aspects of this field. New multimedia standards (for example, MPEG-21) facilitate the seamless integration of multiple modalities into interoperable multimedia frameworks, transforming the way people work and interact with multimedia data. These key technologies and multimedia solutions interact and collaborate with each other in increasingly effective ways, contributing to the

multimedia revolution and having a significant impact across a wide spectrum of consumer, business, healthcare, education, and governmental domains.