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	Sommario/riassunto	This volume brings together contributions representing the state-of-the-art in new multimedia and future technology information research, currently a major topic in computer science and electronic engineering. Researchers aim to interoperate multimedia frameworks, transforming the way people work and interact with multimedia data. This book

covers future information technology topics including digital and multimedia convergence, ubiquitous and pervasive computing, intelligent computing and applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, semantic web, human-centric computing and social networks, adaptive and context-aware computing, security and trust computing and related areas. Representing the combined proceedings of the 9th International Conference on Multimedia and Ubiquitous Engineering (MUE-15) and the 10th International Conference on Future Information Technology (FutureTech 2015), this book aims to provide a complete coverage of the areas outlined and to bring together researchers from academic and industry and other practitioners to share their research ideas, challenges, and solutions.