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Nota di contenuto	Automating Routine Tasks in Aml Systems by Using Models at Runtime -- Service Obtrusiveness Adaptation -- A Dynamic Time Warping Approach to Real-Time Activity Recognition for Food Preparation -- Refining Interaction Designs through Simplicity -- Semantic Visualization of Wireless Sensor Networks for Elderly Monitoring -- Privacy Management and Control in ATRACO -- Place in Perspective: Extracting Online Information about Points of Interest -- AmbiSec: Securing Smart Spaces Using Entropy Harvesting -- Taxi-Aware Map: Identifying and Predicting Vacant Taxis in the City -- Dynamic Privacy Management in Pervasive Sensor Networks -- Geo-Social Interaction: Context-Aware Help in Large Scale Public Spaces -- The Operator Guide: An Ambient Persuasive Interface in the Factory -- Reduction of Driver Stress Using Aml Technology while Driving in Motorway Merging Sections -- Subjective Difficulty Estimation for Interactive Learning by Sensing Vibration Sound on Desk Panel -- Ontology Driven Piecemeal Development of Smart Spaces -- Exploiting Acoustic Source Localization for Context Classification in Smart Environments -- Real-Time Gaze Tracking for Public Displays -- An Agent-Based Approach to

Care in Independent Living -- Making AAL Platforms a Reality -- A Unified Architecture for Supporting Direct Tag-Based and Indirect Network-Based Resource Discovery -- Multilevel and Hybrid Architecture for Device Abstraction and Context Information Management in Smart Home Environments -- A Distributed Many-Camera System for Multi-person Tracking -- An Open Distributed Framework for Adaptive User Interaction in Ambient Intelligence -- A Vision-Based System for Object Identification and Information Retrieval in a Smart Home -- SeSaMoNet 2.0: Improving a Navigation System for Visually Impaired People -- Plugin Driven Architecture for Intelligent Management of Building -- Enhancing the Expressiveness of Fingers: Multi-touch Ring Menus for Everyday Applications -- Privacy Policy Enforcement for Ambient Ubiquitous Services -- A Concept for a First Communication Initiation for Ambient Intelligent Industrial Environments -- A Bluetooth-Based Device Management Platform for Smart Sensor Environment -- Investigation and Demonstration of Local Positioning System Using Ultrasonic Sensors for Wide Indoor Areas -- Automatic Pedestrian Detection and Counting Applied to Urban Planning -- This Is Me: Using Ambient Voice Patterns for In-Car Positioning -- Selective Delivery of Points of Interest -- Ambient Intelligence Research Landscapes: Introduction and Overview -- Challenges and Limitations of Intelligent Ambient Assisted Living Environments -- The DFKI Competence Center for Ambient Assisted Living -- Intersecting the Architecture of the Internet of Things with the Future Retail Industry -- On the Role of ExperienceLab in Professional Domain Ambient Intelligence Research -- The Christian Doppler Laboratory on Contextual Interfaces -- Workshop on Interaction Techniques in Real and Simulated Assistive Smart Environments -- Workshop on Pervasive Computing and Cooperative Environments in a Global Context -- 'Designing Ambient Interactions – Pervasive Ergonomic Interfaces for Ageing Well' (DAI'10) -- 3rd Workshop on Semantic Ambient Media Experience (SAME) – In Conjunction with Aml-2010 -- Workshop AccessibleTV "Accessible User Interfaces for Future TV Applications" -- First Workshop on Radically Innovative AAL Services -- First Workshop on Convergence and Consolidation towards Standard AAL Platform Services.

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## Sommario/riassunto

In a world supported by Ambient Intelligence (Aml), various devices embedded in the environment collectively use the distributed information and the intelligence inherent in this interconnected environment. A range of information from sensing and reasing technologies is used by distributed devices in the environment. The cooperation between natural user interfaces and sensor interfaces covers all of a person's surroundings, resulting in a device environment that behaves intelligently; the term "Ambient Intelligence" has been coined to describe it. In this way, the environment is able to recognize the persons in it, to identify their individual needs, to learn from their behavior, and to act and react in their interest. Since this vision is influenced by a lot of different concepts in information processing and combines multi-disciplinary fields in electrical engineering, computer science, industrial design, user interfaces, and cognitive sciences, considerable research is needed to provide new models of technological innovation within a multi-dimensional society. Thus the Aml vision relies on the large-scale integration of electronics into the environment, enabling the actors, i.e., people and objects, to interact with their surrounding in a seamless, trustworthy, and natural manner.

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