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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	CarpetLAN: A Novel Indoor Wireless(-like) Networking and Positioning System -- u-Texture: Self-Organizable Universal Panels for Creating Smart Surroundings -- Fast and Robust Interface Generation for Ubiquitous Applications -- Analysis of Chewing Sounds for Dietary Monitoring -- Preventing Camera Recording by Designing a Capture-Resistant Environment -- Self-Mapping in 802.11 Location Systems -- A Study of Bluetooth Propagation Using Accurate Indoor Location

Mapping -- A New Method for Auto-calibrated Object Tracking --
Accurate GSM Indoor Localization -- Learning and Recognizing the
Places We Go -- Visually Interactive Location-Aware Computing --
DigiDress: A Field Trial of an Expressive Social Proximity Application --
Control, Deception, and Communication: Evaluating the Deployment of
a Location-Enhanced Messaging Service -- Place-Its: A Study of
Location-Based Reminders on Mobile Phones -- Time, Ownership and
Awareness: The Value of Contextual Locations in the Home -- Living
for the Global City: Mobile Kits, Urban Interfaces, and Ubicomp -- From
Interaction to Participation: Configuring Space Through Embodied
Interaction -- Scanning Objects in the Wild: Assessing an Object
Triggered Information System -- Abaris: Evaluating Automated Capture
Applied to Structured Autism Interventions -- To Frame or Not to
Frame: The Role and Design of Frameless Displays in Ubiquitous
Applications -- Picking Pockets on the Lawn: The Development of
Tactics and Strategies in a Mobile Game -- ActiveTheatre — A
Collaborative, Event-Based Capture and Access System for the
Operating Theatre.
