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Members -- 8. Intelligent Technologies and Applications -- Track Co-chairs -- PC Members -- 9. Cloud Computing and Service-Oriented Applications -- Track Co-chairs -- PC Members -- 10. Ontology and Semantic Web -- Track Co-chairs -- PC Members -- 11. IoT and Social Networking -- Track Co-chairs -- PC Members -- 12. Embedded Systems and Wearable Computers -- Track Co-chairs -- PC Members -- IMIS-2021 Reviewers -- IMIS-2021 Keynote Talks -- Asking AI Why: Explainable Artificial Intelligence Jayh (Hyunhee) Park Myongji University, Yongin, Korea -- Co-evolution of Semantic and Blockchain Technologies Antonio Esposito University of Campania "Luigi Vanvitelli", Aversa, Italy -- Contents -- Implementation of a VR Preview Simulation System by Capturing the Human Body Movements -- 1 Introduction -- 2 Research Objective -- 3 System Configuration -- 3.1 VR Preview Space Control Function -- 3.2 VR Preview Space -- 3.3 Avatar Control Function.

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Sommario/riassunto

This book includes proceedings of the 15th International Conference on Innovative Mobile and Internet Services in Ubiquitous Computing (IMIS-2021), which took place in Asan, Korea, on July 1-3, 2021. With the proliferation of wireless technologies and electronic devices, there is a fast-growing interest in Ubiquitous and Pervasive Computing (UPC). The UPC enables to create a human-oriented computing environment where computer chips are embedded in everyday objects and interact with physical world. Through UPC, people can get online even while moving around, thus, having almost permanent access to their preferred services. With a great potential to revolutionize our lives, UPC also poses new research challenges. The aim of the book is to provide the latest research findings, methods, development techniques, challenges, and solutions from both theoretical and practical perspectives related to UPC with an emphasis on innovative, mobile, and Internet services.
