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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.