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Soggetti	User interfaces (Computer systems) Personal computers Computers Application software Computer organization Special purpose computers User Interfaces and Human Computer Interaction Personal Computing Information Systems and Communication Service Information Systems Applications (incl. Internet) Computer Systems Organization and Communication Networks Special Purpose and Application-Based Systems Kongress. Salzburg (2009)
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Nota di contenuto	Keynote -- Ambient Intelligence 2.0: Towards Synergetic Prosperity -- Sensing -- Behavior Analysis Based on Coordinates of Body Tags -- MobiDiC: Context Adaptive Digital Signage with Coupons -- Slice&Dice: Recognizing Food Preparation Activities Using Embedded Accelerometers -- Reasoning and Sensing -- The Ambient Tag Cloud:

A New Concept for Topic-Driven Mobile Urban Exploration -- Constructing Topological Maps of Displays with 3-D Positioning Information -- Activity Recognition for Personal Time Management -- Getting Places: Collaborative Predictions from Status -- Ambient Technology -- Place Enrichment by Mining the Web -- Sensor-Based Human Activity Recognition in a Multi-user Scenario -- Amelie: A Recombinant Computing Framework for Ambient Awareness -- Bug-Free Sensors: The Automatic Verification of Context-Aware TinyOS Applications -- Semi-automatic Story Creation System in Ubiquitous Sensor Environment -- SAGE: A Logical Agent-Based Environment Monitoring and Control System -- Using Video with Active Markers -- Ambient Assisted Living -- An Event-Driven Approach to Activity Recognition in Ambient Assisted Living -- EMon: Embodied Monitorization -- Interoperation Modeling for Intelligent Domotic Environments -- Intertwining Implicit and Explicit Awareness of Wellbeing to Support Peace of Mind and Connectedness -- NICA: Natural Interaction with a Caring Agent -- Applications and Studies -- Ambient Rabbits Likeability of Embodied Ambient Displays -- Contextual Interaction Design: The Case of Pause Buddy -- Creating a Development Support Bubble for Children -- I Bet You Look Good on the Wall: Making the Invisible Computer Visible -- AmlQuin - An Ambient Mannequin for the Shopping Environment -- Designing an Awareness Display for Senior Home Care Professionals -- Methods and Tools -- A Framework to Develop Persuasive Smart Environments -- Measuring the Response Bias Induced by an Experience and Application Research Center -- The Assisted User-Centred Generation and Evaluation of Pervasive Interfaces -- Reasoning and Adaptation -- Increased Robustness in Context Detection and Reasoning Using Uncertainty Measures: Concept and Application -- Synthetic Training Data Generation for Activity Monitoring and Behavior Analysis -- Adaptive User Profiles in Pervasive Advertising Environments.

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#### Sommario/riassunto

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This book constitutes the refereed proceedings of the Third European Conference on Ambient Intelligence, Aml 2009, held in Salzburg, Austria, in November 2009. The 21 revised full papers and 10 short papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book. The papers are organized in topical sections on sensing, reasoning and sensing, ambient technology, ambient assisted living, applications and studies, methods and tools and reasoning and adaption.

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