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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Positioning -- Virtual Compass: Relative Positioning to Sense Mobile Social Interactions -- The Geography of Taste: Analyzing Cell-Phone Mobility and Social Events -- Indoor Positioning Using GPS Revisited -- Navigation and Tracking -- Specification and Verification of Complex Location Events with Panoramic -- Tactile Wayfinder: Comparison of Tactile Waypoint Navigation with Commercial Pedestrian Navigation Systems -- Applications -- Jog Falls: A Pervasive Healthcare Platform for Diabetes Management -- EyeCatcher: A Digital Camera for

Capturing a Variety of Natural Looking Facial Expressions in Daily Snapshots -- TreasurePhone: Context-Sensitive User Data Protection on Mobile Phones -- Tools, Modelling -- Recruitment Framework for Participatory Sensing Data Collections -- Out of the Lab and into the Fray: Towards Modeling Emotion in Everyday Life -- The Secret Life of Machines -- Boundary Objects in Maintenance, Repair and Overhaul -- Studies -- Automatic Assessment of Cognitive Impairment through Electronic Observation of Object Usage -- Further into the Wild: Running Worldwide Trials of Mobile Systems -- Studying the Use and Utility of an Indoor Location Tracking System for Non-experts -- Activity Recognition -- Object-Based Activity Recognition with Heterogeneous Sensors on Wrist -- GasSense: Appliance-Level, Single-Point Sensing of Gas Activity in the Home -- Transferring Knowledge of Activity Recognition across Sensor Networks -- Sensing -- Common Sense Community: Scaffolding Mobile Sensing and Analysis for Novice Users -- Active Capacitive Sensing: Exploring a New Wearable Sensing Modality for Activity Recognition -- Using Height Sensors for Biometric Identification in Multi-resident Homes -- Resource Awareness -- Supporting Energy-Efficient Uploading Strategies for Continuous Sensing Applications on Mobile Phones -- Efficient Resource-Aware Hybrid Configuration of Distributed Pervasive Applications -- Interaction -- 12Pixels: Exploring Social Drawing on Mobile Phones -- No-Look Notes: Accessible Eyes-Free Multi-touch Text Entry -- On the Use of Brain Decoded Signals for Online User Adaptive Gesture Recognition Systems.

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## Sommario/riassunto

th Welcome to the proceedings of the 8 International Conference on Pervasive Computing (Pervasive 2010). After Toronto, Sydney and Nara, the conference has now returned to Europe. Pervasive is one of the most important conferences in the area of pervasive and ubiquitous computing. As in the previous year, we had two categories of technical papers: Full Papers and Notes. Pervasive attracted 157 valid submissions, from which the Technical Program Committee (TPC) accepted 24 full papers and one note, resulting in an overall acceptance rate of 16%. The submissions included 628 authors from 27 countries representing all the continents (except Antarctica). As we can see from these figures, Pervasive is a truly global highly competitive conference. A major conference such as Pervasive requires a rigorous and objective process for selecting papers. This starts with the selection of a high-quality TPC. We were fortunate to be able to draw on the wisdom and experience of our 28 TPC members, from the most prestigious universities and research labs in Europe, North America, and Asia. This committee was aided by the input of no less than 238 external reviewers chosen on the basis of their domain knowledge and relevance to pervasive computing. The papers were selected using a double-blind review, with four peer reviews per paper, a discussion phase among the reviewers, and a discussion of the papers in the TPC meeting, which was held in Palo Alto during December 12-13, 2009. We thank Nokia Research Center for hosting the meeting.

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