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Titolo	Ubiquitous Computing and Ambient Intelligence [[electronic resource] ] : 6th International Conference, UCAmI 2012, Vitoria-Gasteiz, Spain, December 3-5, 2012, Proceedings / / edited by Jose Bravo, Diego López-de-Ipina, Francisco Moya
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Descrizione fisica	1 online resource (XX, 523 p. 187 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 7656
Disciplina	004
Soggetti	Application software Computer communication systems Artificial intelligence User interfaces (Computer systems) Software engineering Computers and civilization Information Systems Applications (incl. Internet) Computer Communication Networks Artificial Intelligence User Interfaces and Human Computer Interaction Software Engineering Computers and Society
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Sustainable computing.- Human environment mobile-mediated (through NFC or AR) interaction -- Artificial intelligence techniques to foster user- and context-aware environment adaptation -- Social networks analysis -- Linked data -- Crowd-sourcing applied to Aml -- Internet-connected object ecosystems.
Sommario/riassunto	This book constitutes the refereed proceedings of the 6th International Conference on Ubiquitous Computing and Ambient Intelligence, UCAmI

2012, held in Vitoria-Gasteiz, Spain, in December 2012. The 70 research papers were carefully reviewed and selected from various submissions. The main focus of this book has been to explore how Ambient Intelligence can contribute towards smarter but still more sustainable environments. Beyond sustainable computing the proceedings also include research work describing progress on other key research topics for Aml such as human environment mobile-mediated (through NFC or AR) interaction, artificial intelligence techniques to foster user- and context-aware environment adaptation, future internet trends such as social networks analysis, linked data or crowd-sourcing applied to Aml, internet-connected object ecosystems collaborating to give place to smarter environments.

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