

Pervasive Systems And Ubiquitous Computing

Ubiquitous and Pervasive Computing: Concepts, Methodologies, Tools, and Applications
Ubiquitous Computing. Vision, Szenarien und aktuelle Entwicklungen
Ubiquitous Computing Fundamentals
Ubiquitous Computing - Die Vision des allgegenwärtigen Computers
Ubiquitous Computing for Capture and Access
Handbook of Research on Ubiquitous Computing Technology for Real Time Enterprises
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UbiComp 2002: Ubiquitous Computing
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Trends Everywhere Ubiquitous Computing. Innovation mit der Allgegenwärtigkeit der Informationstechnologie im Alltag Privacy in Mobile and Pervasive Computing UbiComp 2002: Ubiquitous Computing Symonds, Judith Malte Horstmann John Krumm Julia Kaule Khai N. Truong Mühlhäuser, Max Gao, Tao Ulrik Ekman Leonard Barolli Ricardo Armentano Bo Begole Theng, Yin-Leng Doo-Soon Park Stefan Poslad Thomas Diekmann Neto, Francisco Milton Mendes Adam Greenfield Mehmet Gencsoy Marc Langheinrich Gaetano Borriello

this publication covers the latest innovative research findings involved with the incorporation of technologies into everyday aspects of life provided by publisher

studienarbeit aus dem jahr 2010 im fachbereich informatik wirtschaftsinformatik note 1 3 universität stuttgart betriebswirtschaftlichen institut der universität stuttgart veranstaltung wirtschaftsinformatik seminar mobile and ubiquitous computing in den zeiten der cloud sprache deutsch abstract der begriff ubiquitous computing als wissenschaftlich geprägtes thema wird in diesem essay mit praxisnahen anwendungen angereichert dabei werden fokussiert die themen vision szenarien und aktuelle entwicklungen aufgezeigt selten kann ein visionärer begriff der wissenschaft der dazuhin noch einen paradigmenwechsel beschreibt einer einzelnen person zugeschrieben werden wenn auch die ideen selbst schon viel älter sind der begriff ubiquitous computing uc wird heute auf mark weiser zurückgeführt der 1999 verstorbene für das xerox forschungszentrum xerox parc arbeitende informatiker und wissenschaftler verwendete diesen begriff bereits 1988 für das gleichnamige projekt und 1991 in seinem ersten veröffentlichten aufsatz zu diesem thema

a must read text that provides a historical lens to see how ubicomp has matured into a multidisciplinary endeavor it will be an essential reference to researchers and those who want to learn more about this evolving field from the foreword professor gregory d abowd georgia institute of technology first introduced two decades ago the term ubiquitous computing is now part of the common vernacular ubicomp as it is commonly called has grown not just quickly but broadly so as to encompass a wealth of concepts and technology that serves any number of purposes across all of human endeavor while such growth is positive the newest generation of ubicomp practitioners and researchers isolated to specific tasks are in danger of losing their sense of history and the broader perspective that has been so essential to the field s creativity and brilliance under the guidance of john krumm an original ubicomp pioneer ubiquitous computing fundamentals brings together eleven ubiquitous computing trailblazers who each report on his or her area of expertise starting with a

historical introduction the book moves on to summarize a number of self contained topics taking a decidedly human perspective the book includes discussion on how to observe people in their natural environments and evaluate the critical points where ubiquitous computing technologies can improve their lives among a range of topics this book examines how to build an infrastructure that supports ubiquitous computing applications privacy protection in systems that connect personal devices and personal information moving from the graphical to the ubiquitous computing user interface techniques that are revolutionizing the way we determine a person s location and understand other sensor measurements while we needn t become expert in every sub discipline of ubicomp it is necessary that we appreciate all the perspectives that make up the field and understand how our work can influence and be influenced by those perspectives this is important if we are to encourage future generations to be as successfully innovative as the field s originators

studienarbeit aus dem jahr 2005 im fachbereich medien kommunikation multimedia internet neue technologien note 1 3 universität erfurt sprache deutsch abstract es ist erstaunlich in welch vergleichsweise kurzer zeit die computertechnik in unser leben eingedrungen ist sei es der pc das mobiltelefon das faxgerät oder der pda dabei scheint die weiterentwicklung zu einer rechnertechnik die weit über diese medien hinaus geht eine fast logische weiterentwicklung diese entwicklung ist das ubiquitous computing eine rechnertechnik die zum allgegenwärtigen medium wird schon heute lassen sich zwei trends in richtung allgegenwart feststellen zum einen löst sich die rechnertechnik immer mehr von den pcs und dringt zunehmend in gegenstände des alltags ein und zum anderen entwickelt sich die forschung im bereich maschine maschine kommunikation immer rasanter 1 damit entsteht das was wir unter ubicomp verstehen eine allgegenwärtige untereinander vernetzte rechnertechnik die nicht nur in gegenstände des alltags sondern vielleicht auch irgendwann in uns eindringen wird visionäre beispiele für die anwendung gibt es zu hauf so z b der kühlschrank der seine bestände eigenhändig auffüllt was sich letztendlich etablieren wird lässt sich mit bestimmtheit schwer sagen daher wird sich die arbeit im folgenden vor allem auf die definition des begriffes ubicomp beziehen und einige errungenschaften des selbigen vorstellen hierbei wird absichtlich auf utopische oder visionäre darstellung von anwendungen und möglichkeiten verzichtet um deutlich zu machen dass ubiquitous computing bereits beginnt in unseren alltag einzudringen und sich dort zu etablieren zuerst soll demnach geklärt werden was genau ubiquitous computing ist und wie man es zu verwandten begriffen abgrenzt daraufhin werden zwei basisverwendungen

von ubiquitous computing näher erläutert um dann im dritten teil auf konkrete beispiele einzugehen

ubiquitous computing for capture and access overviews the history of documentation and recording leading broadly from primitive tools into the current age of ubiquitous computing and automatic or semi automatic recording technologies

this book combines the fundamental methods algorithms and concepts of pervasive computing with current innovations and solutions to emerging challenges it systemically covers such topics as network and application scalability wireless network connectivity adaptability and context aware computing information technology security and liability and human computer interaction provided by publisher

as technology continues to play a vital role in our everyday lives advancements in human computer interaction studies embrace ubiquitous computing as a tool for information processing to evolve into the human environment global applications of pervasive and ubiquitous computing provides the global applications and efforts in building and applying pervasive and ubiquitous computer technology this book provides an essential collection of research on information technology for educators researchers and practitioners aiming to advance the practice and understanding of pervasive and ubiquitous applications

the ubiquitous nature of mobile and pervasive computing has begun to reshape and complicate our notions of space time and identity in this collection over thirty internationally recognized contributors reflect on ubiquitous computing s implications for the ways in which we interact with our environments experience time and develop identities individually and socially interviews with working media artists lend further perspectives on these cultural transformations drawing on cultural theory new media art studies human computer interaction theory and software studies this cutting edge book critically unpacks the complex ubiquity effects confronting us every day the companion website can be found here [ubiquity dk](#)

this book presents the latest research findings methods and development techniques challenges and solutions concerning upc from both theoretical and practical perspectives with an emphasis on innovative mobile and internet services with the proliferation of wireless technologies and electronic devices there is a rapidly growing interest in ubiquitous and pervasive computing upc

which makes it possible to create a human oriented computing environment in which computer chips are embedded in everyday objects and interact with the physical world through upc people can go online even while moving around thus enjoying nearly permanent access to their preferred services though it has the potential to revolutionize our lives upc also poses a number of new research challenges

this book provides a dual perspective on the internet of things and ubiquitous computing along with their applications in healthcare and smart cities it also covers other interdisciplinary aspects of the internet of things like big data embedded systems and wireless sensor networks detailed coverage of the underlying architecture framework and state of the art methodologies form the core of the book

this element is an excerpt from ubiquitous computing for business find new markets create better businesses and reach customers around the world 24 7 365 9780137064434 by bo begole available in print and digital formats finding breakthrough opportunities to add value in a world where computing is already ubiquitous computing has always been about creating results for human use but in the past the primary bottlenecks were technical today the bottlenecks are primarily human cognitive limitations of users legal and policy constraints on data access and the economic objectives of businesses today s ground breaking inventions require deeper knowledge of human social business and political problems

interactive systems in the mobile ubiquitous and virtual environments are at a stage of development where designers and developers are keen to find out more about design use and usability of these systems ubiquitous computing design implementation and usability highlights the emergent usability theories techniques tools and best practices in these environments this book shows that usable and useful systems are able to be achieved in ways that will improve usability to enhance user experiences research on the usability issues for young children teenagers adults and the elderly is presented with different techniques for the mobile ubiquitous and virtual environments

this book presents the combined proceedings of the 7th international conference on computer science and its applications csa 15 and the international conference on ubiquitous information technologies and applications cute 2015 both held in cebu philippines december 15 17 2015 the aim of these two meetings was to promote discussion and interaction among academics researchers and

professionals in the field of computer science covering topics including mobile computing security and trust management multimedia systems and devices networks and communications databases and data mining and ubiquitous computing technologies such as ubiquitous communication and networking ubiquitous software technology ubiquitous systems and applications security and privacy these proceedings reflect the state of the art in the development of computational methods numerical simulations error and uncertainty analysis and novel applications of new processing techniques in engineering science and other disciplines related to computer science

this book provides an introduction to the complex field of ubiquitous computing ubiquitous computing also commonly referred to as pervasive computing describes the ways in which current technological models based upon three base designs smart mobile wireless service devices smart environments of embedded system devices and smart interaction between devices relate to and support a computing vision for a greater range of computer devices used in a greater range of human ict and physical environments and activities the author details the rich potential of ubiquitous computing the challenges involved in making it a reality and the prerequisite technological infrastructure additionally the book discusses the application and convergence of several current major and future computing trends key features provides an introduction to the complex field of ubiquitous computing describes how current technology models based upon six different technology form factors which have varying degrees of mobility wireless connectivity and service volatility tabs pads boards dust skins and clay enable the vision of ubiquitous computing describes and explores how the three core designs smart devices environments and interaction based upon current technology models can be applied to and can evolve to support a vision of ubiquitous computing and computing for the future covers the principles of the following current technology models including mobile wireless networks service oriented computing human computer interaction artificial intelligence context awareness autonomous systems micro electromechanical systems sensors embedded controllers and robots covers a range of interactions between two or more ubicom devices between devices and people hci between devices and the physical world includes an accompanying website with powerpoint slides problems and solutions exercises bibliography and further reading graduate students in computer science electrical engineering and telecommunications courses will find this a fascinating and useful introduction to the subject it will also be of interest to ict professionals software and network developers and others interested in future trends and models of computing and interaction over

the next decades

this book provides a general overview about research on ubiquitous and pervasive computing and its applications discussing the recent progress in this area and pointing out to scholars what they should do best practices and should not do bad practices provided by publisher

ubiquitous computing almost imperceptible but everywhere around us is rapidly becoming a reality how will it change us how can we shape its emergence smart buildings smart furniture smart clothing even smart bathtubs networked street signs and self describing soda cans gestural interfaces like those seen in minority report the rfid tags now embedded in everything from credit cards to the family pet all of these are facets of the ubiquitous computing author adam greenfield calls everywhere in a series of brief thoughtful meditations greenfield explains how everywhere is already reshaping our lives transforming our understanding of the cities we live in the communities we belong to and the way we see ourselves what are people saying about the book adam greenfield is intense engaged intelligent and caring i pay attention to him i counsel you to do the same howard rheingold author smart mobs the next social revolution a gracefully written fascinating and deeply wise book on one of the most powerful ideas of the digital age and the obstacles we must overcome before we can make ubiquitous computing a reality steve silberman editor wired magazine adam is a visionary he has true compassion and respect for ordinary users like me who are struggling to use and understand the new technology being thrust on us at overwhelming speed rebecca mackinnon berkman center for internet and society harvard university everywhere is an aiga design press book published under peachpit s new riders imprint in partnership with aiga

studienarbeit aus dem jahr 2011 im fachbereich informatik wirtschaftsinformatik note 1 0 akad university ehem akad fachhochschule stuttgart veranstaltung wirtschaftsinformatik bachelor sprache deutsch abstract der begriff ubiquitous computing wurde erstmals 1988 von mark weiser während seiner forschungstätigkeit für das parc verwendet hierbei wurde ein programm gestartet um die defizite bei nutzung von computern zu erforschen im rahmen dieses programms wurden neue ideen entwickelt die zum entwurf des ubiquitous computing führten dieses assignment hat das ziel den begriff innovation und ubiquitous computing näher zu erläutern dabei sollen folgende fragen beantwortet werden was bedeutet ubiquitous computing was bedeutet in diesem zusammenhang innovation welche einsatzmöglichkeiten des ubiquitous computing gibt es bereits ist ubiquitous computing bereits eine innovation oder

bzw kann es sich zu einer innovation entwickeln dazu werden im zweiten kapitel die begriffe ubiquitous computing innovation und rfid radio frequency identification sachlich definiert im dritten kapitel werden die aktuellen einsatzmöglichkeiten mit ubiquitous computing vorgestellt im letzten kapitel werden ubiquitous computing und dessen einsatzmöglichkeiten bewertet dabei wird auf dessen zukünftige chancen aber auch risiken eingegangen hierbei soll auch die frage beantwortet werden ob ubiquitous computing eine innovation ist oder bzw sich als eine innovation durchsetzen kann angesehene vertreter der organisationslehre gingen in den 50er jahre davon aus dass computer niemals eine wichtige bedeutung für die betriebswirtschaft erlangen wird niemand konnte damals vorausahnen dass irgendwann in fast jedem haushalt ein computer stehen wird und diese sogar miteinander über das internet vernetzt sind computer und internet gehören mittlerweile zum alltag mit smartphones das aktuellen trend in diesem bereich ist man sogar überall und jederzeit online im internet man kann nachrichten abrufen musik hören videos ansehen per gps global positioning system eine navigation starten oder standortbezogene dienste nutzen ein weiteres trend sind zurzeit tablet pcs damit kann man auch im internet surfen e mails abrufen spiele spielen und bücher lesen alles bequem auf der wohnzimmer couch oder im schlafzimmer bett beide produktfamilien sind innovationen der informationstechnologie und revolutionieren den alltag der menschen mit ubiquitous computing will man einen schritt weiter gehen computer sollen allgegenwärtig sein sie sollen die menschen bei alltäglichen arbeiten unterstützen und dabei unsichtbar sowie unaufdringlich bleiben

it is easy to imagine that a future populated with an ever increasing number of mobile and pervasive devices that record our minute goings and doings will significantly expand the amount of information that will be collected stored processed and shared about us by both corporations and governments the vast majority of this data is likely to benefit us greatly making our lives more convenient efficient and safer through custom tailored and context aware services that anticipate what we need where we need it and when we need it but beneath all this convenience efficiency and safety lurks the risk of losing control and awareness of what is known about us in the many different contexts of our lives eventually we may find ourselves in a situation where something we said or did will be misinterpreted and held against us even if the activities were perfectly innocuous at the time even more concerning privacy implications rarely manifest as an explicit tangible harm instead most privacy harms manifest as an absence of opportunity which may go unnoticed even though it may substantially impact our lives in this synthesis lecture we dissect and discuss the privacy implications

of mobile and pervasive computing technology for this purpose we not only look at how mobile and pervasive computing technology affects our expectations of and ability to enjoy privacy but also look at what constitutes privacy in the first place and why we should care about maintaining it we describe key characteristics of mobile and pervasive computing technology and how those characteristics lead to privacy implications we discuss seven approaches that can help support end user privacy in the design of mobile and pervasive computing technologies and set forward six challenges that will need to be addressed by future research the prime target audience of this lecture are researchers and practitioners working in mobile and pervasive computing who want to better understand and account for the nuanced privacy implications of the technologies they are creating those new to either mobile and pervasive computing or privacy may also benefit from reading this book to gain an overview and deeper understanding of this highly interdisciplinary and dynamic field

ubiquitous computing is coming of age in the few short years of the lifetime of this conference we have seen major changes in our emerging research community when the conference started in 1999 as handheld and ubiquitous computing the field was still in its formative stage in 2002 we see the ubicomp conference the name was shortened last year emerging as an established player attracting research submissions of very high quality from all over the world virtually all major research centers and universities now have research programs broadly in the field of ubiquitous computing whether we choose to call it ubiquitous pervasive invisible disappearing embodied or some other variant of computing it is clear that mark weiser s original vision has only become more and more relevant since the term was coined over 10 years ago but most important in our context the interest in the field can be gauged from the rising number of full paper submissions to the conference from about 70 in both 1999 and 2000 to 90 in 2001 to this year s record breaking 136 counting technical notes workshops poster and video submissions there were over 250 original works submitted to this year s conference this is an impressive effort by the research community and we are grateful to everyone who took time to submit their work without this the conference would simply not exist

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