

Call for Papers

ISAmI 2010 CONFERENCE

Ambient Intelligence (AmI) is a recent paradigm emerging from Artificial Intelligence (AI), where computers are used as proactive tools assisting people in their day-to-day, making everyone's life more comfortable.

The interaction with computers is changing quickly, as we no longer need to do it in ways not natural for us, since a main concern of AmI consists in to make possible the interaction with computational systems using friendly interfaces, allowing input through natural language or simple gestures.

This inclusion of technology in our day-to-day objects and environments should be as invisible as possible, because of the computational power and communication technologies embedding in most of the devices we use nowadays.

Human interaction with computing power embedded systems should happen without noticing it. The only awareness people should have arises from AmI: more safety, comfort and well-being, emerging in a natural and inherent way.

As defined by the IST Advisory Group (ISTAG), AmI has born thanks to three new key technologies: Ubiquitous Computing, Ubiquitous Communication and Intelligent User Interfaces, which are starting to change the way we see computers.

ISAmI is the International Symposium on Ambient Intelligence, aiming to bring together researchers from various disciplines that constitute the scientific field of Ambient Intelligence to present and discuss the latest results, new ideas, projects and lessons.

Brand new ideas will be greatly appreciated as long as relevant revisions and actualizations of previously presented work, project summaries and PhD thesis.

ISAmI 2010 will be held in the beautiful and historic city of Guimarães, Portugal, nominated by UNESCO as a World Cultural Heritage. With exceptional opportunities for sightseeing and gastronomy, Guimarães is a wonderful venue for a great symposium.

SUBMISSION INSTRUCTIONS

Everyone interested in participating and presenting his work in this symposium may do so by sending a contribution. There are three possibilities:

1. Long papers consisting of original, relevant and previously unpublished sound research results, related to any of the topics of the conference, with a maximum of 8 (eight) pages.
2. Short papers can be project reports, a summary of a PhD thesis or work in progress, with no more than 4 (four) pages.
3. Doctoral consortium PhD students are invited to present the topic and progress of their research, in order to obtain feedback from a panel of experts. The length of these papers should not exceed 8 (eight) pages.

Papers should be written in English.

PAPERS FORMAT

Papers must be prepared according to Springer's templates (MS-Word or LaTeX format) for the Advances in Intelligent and Soft Computing volume series (www.springer.com/series/4240).

PUBLICATION

All accepted papers will be published in a special volume of Advances in Intelligent and Soft Computing (Springer), indexed by ISI Proceedings, DBLP and Springerlink, among others.

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Authors of selected papers will be encouraged and assisted to submit an extended version to the Journal of Ambient Intelligence and Smart Environments (IOS Press).

For each paper, at least one author is required to register and attend the symposium to present the paper, so as to have it included in the symposium proceedings.

SUBMITTING PAPERS

In order to submit a paper, authors must register at ISAmI 2010 conference management system (cmt.research.microsoft.com/ISAmI2010).

All papers must be submitted in electronic format (PDF format, word document or latex and images).

IMPORTANT DATES

Paper submission deadline	8 th February, 2010
Notification of acceptance	8 th March, 2010
Final version submission	29 th March, 2010
ISAmI 2010 Conference	16 th -18 th June, 2010

TOPICS

The topics of interest include, but are not limited to:

- Ambient Intelligence
- Ambient Assisted Living
- Ubiquitous Computing
- Artificial Intelligence for AmI
- Distributed Computing
- Domotics (Home Automation)
- Pervasive Computing
- Context Aware Computing
- Agent & Multiagent Systems for AmI
- Mobile Computing
- Robotics
- Computational Creativity
- Sentient Computing
- e-Health
- Context Modelling
- e-Learning

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