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Call for Papers

Special Session on Interactive and Wearable Computing and Devices IEEE International Conference on Systems, Man, and Cybernetics

<http://www.smc2016.org/>

Organizers:

Prof. Giancarlo Fortino

University of Calabria
(Italy)

Email: g.fortino@unical.it

Prof. Peter X. Liu

Carleton University
(Canada)

Email:

xpliu@sce.carleton.ca

Background: Interactive devices refer to any physical and tangible entity with which both human users and other devices or machines can interact. Special focus is on those devices that human users can wear, such as smart watches, health monitoring electronics, smart glasses, head mounted stereo display, exoskeletons, body worn sensors, etc. An interactive and wearable device usually provides multimodal interfacing, sensory, and/or even actuating/motoring capabilities in addition to wearability, smartness, data input, communication and data recording and analysis. There are many potential applications, particularly in healthcare, wellness, consumer electronics, entertainment, Smart-* (home, buildings, factory, port, city) and military. With the recent availability of products on the market, such as Google Glasses, Apple iWatch, Shimmer wearable sensors, and many other more, interactive and wearable devices continue to attract the interest of both research communities and industry sectors and are expected to grow rapidly on the horizon. Interactive and wearable devices coupled with computing and systems is very multi-disciplinary and the research frontiers. This Special Session aims at advancing the state-of-the-art and prompting the research, development, and innovative applications of interactive and wearable computing and devices. Prospective authors are invited to submit original papers to the Special Session in the areas described below.

Topics: The topics for the special session include the following but are not limited to:

- Intelligent user interfaces
- Multimodal interaction
- Emotion recognition and prediction
- Smart sensors and actuators
- Body area networks
- Mobile computing
- Affective computing
- Ambient intelligence
- Human-machine systems
- Communications
- User safety
- Security and privacy

Important Dates

April 15, 2016: Deadline for submission of full-length papers

May 25, 2016: Acceptance/rejection notification

July 9, 2016: Final camera-ready papers due in electronic form.

Submission

Papers for the Special Session should be submitted through the main conference online submission system on the SMC 2016 conference website. Papers for the Special Session should not be submitted to any other regular or special sessions.

All submitted papers of Special Sessions will have the same review process as regular submitted papers. Reviewers for Special Session papers will be members of the SMC 2016 Program Committee and peer-reviewers nominated by the Special Session organizers.

The special session is jointly organized by the IEEE SMC TC on Interactive and Wearable Computing and Device and TC on Computer-Supported Cooperative Work in Design.