Call For Papers   (UIC'21 will be fully online)

Ubiquitous sensors, devices, networks and information are paving the way towards a smart world in which computational intelligence is distributed throughout the physical environment to provide reliable and relevant services to people. This ubiquitous intelligence will change the computing landscape because it will enable new breeds of applications and systems to be developed and the realm of computing possibilities will be significantly extended. By enhancing everyday objects with intelligence, many tasks and processes could be simplified, more efficient and more enjoyable. Ubiquitous computing is to create such intelligent/smart environments, services and applications.

We welcome high quality papers that describe original and unpublished research advancing the state of the art in ubiquitous intelligence and computing. Topics for submissions include but are not limited to the following:

Sponsors

Track 1: Intelligent/Smart Object & Interaction
- AutoID technologies such as RFID/iBeacon
- Embedded Chips, Sensors, and Actuators
- MEMS, NEMS, Micro and Biometric Devices
- Printed Electronics and Pasted Circuits
- Wearable Devices & Embodied interaction
- Materials, Textiles, Fabrics, Furniture, etc.
- Embedded Software and Agents
- Interaction to Smart Objects and Devices

Track 2: Smart Environment Application
- Intelligent Traffic and Transportation
- Intelligent Energy Consumption
- Intelligent Environmental Protection
- Smart Healthcare and Active Assisted Living
- Smart Education and Learning
- Pervasive Games and Entertainment
- Smart Public Safety and Security
- Virtual Personal Assistants, Cognitive Experts

Track 3: Intelligent/Smart Systems & Services
- Sensor, Ad Hoc, and P2P Networks
- Wearable, Personal and Body Area Systems
- Smart Systems Programming Models
- Intelligent Services and Architectures
- Cognitive computing in ubiquitous systems
- Human Activity Recognition
- Adaptive, Autonomic & Context-aware Systems
- Autonomous Cars, Assistive Driving
- Big Data in Ubiquitous Systems
- Nature-inspired Intelligent Systems
- Knowledge Representation and Reasoning
- Chatbots, Cyborgs, Embodied Agents

Track 4: Personalization and Social Aspects
- Social Computing and Crowd Computing
- Mobile Crowd Sensing and Sourcing
- Affect/Emotion/Personality Computing
- Location-Based Social Networks
- Human Mobility Modeling and Mining
- Human Centered Computing
- Context-aware Computing
- Recommendation Systems for Ubiquitous Comp
- Human-centric Design & Sensing
- Socially Community-aware Systems
- Security, Privacy, Safety and Ethical Issues
- Object-mediated Behavior Modelling

Selected High Quality Papers Will be Recommended to
- IEEE Internet of Things
- Information Fusion
- IEEE Access
- Digital Communications and Networks
- Wireless Communications and Mobile Computing
- International Journal of Distributed Sensor Networks

Co-located with Four Other Conferences. More Details Can be Found at:
- IEEE UIC 2021: http://ieeesmartworld.org/uic/
- Paper Submission: http://ieeesmartworld.org/uic/ps.php
- IEEE SmartWorld 2021: http://ieeesmartworld.org/

WORKSHOP PROPOSAL
30 March 2021

PAPER SUBMISSION
4 June 2021

AUTHORS NOTIFICATION
14 July 2021

CAMERA-READY SUBMISSION
13 Aug. 2021