Call for Papers
Computers & Graphics

Special Issue on
Pervasive Computing and Ambient Intelligence – Mobility, Ubiquity and Wearables Get Together

Ambient Intelligence is a keyword that suggests an ambitious vision of the future: a world in which computers adapt to people, instead of being the other way round, as it happens today. We will be surrounded by intelligent devices embedded in everyday objects. The environment will recognize and respond to the presence of individuals in an invisible way. This vision requires high quality research in a large number of computer science topics that range from hardware specific devices and operating systems to advanced multimodal user interfaces.

High quality original manuscripts are sought for a special issue of *Computers & Graphics* on *Pervasive Computing and Ambient Intelligence – Mobility, Ubiquity and Wearables Get Together.* This special issue seeks high quality papers on all aspects of Ambient Intelligence. Particular relevance wil be given to papers describing innovative experiments in the area of Ambient Intelligence. Specific topics will include, but will not be limited to the following:

- Ubiquitous/Pervasive/Wearable Computing
- Context Awareness
- Intelligence
- Selforganization and Adhoc Networking
- Agent Technology
- User Interaction
- Security

Manuscripts submitted to this special issue should not be submitted to or in consideration by other journals or conferences which have proceedings. Papers which have appeared previously in proceedings of conferences can be submitted to this special issue if and only if they are substantially revised or improved from their earlier versions due to copyright issues. In addition, an accepted paper will not be published elsewhere in the same form, in English or in any other language, without the written consent of the publisher.

The first page of the submission should include the title, the names and affiliations of the authors, including the addresses, telephone, and fax numbers, a 150-word abstract, and a few index terms related to the subject matter. Authors should review Computer & Graphics submission guidelines on page limitations and formatting on http://www.elsevier.nl/locate/cag prior to submitting a single postscript or pdf file of their paper to Prof. Paulo Ferreira by e-mail to paulo.ferreira@inesc-id.pt. Note that papers must meet page length guidelines to be considered for review (papers should be 12pt with less than 20 double-space pages).

Importante dates:
Paper deadline: 12 March 2004
Acceptance notice: 10 April 2004
Final manuscript: 30 April 2004
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