The Twelfth IEEE International Symposium on a World of Wireless, Mobile and Multimedia Networks

http://wowmom2011.imtlucca.it

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Important dates

Paper submission (ext.):   Dec. 3, 2010

Notification: Mar. 18, 2010

Submission guidelines

All submissions must **describe original research**, not published or currently under review for another workshop, conference, or journal. Papers must be submitted electronically through **EDAS**. You can find detailed submission instructions at:

http://wowmom2011.imtlucca.it/submission.html

Submission implies **the willingness of at least one author to attend the conference and present the paper**. Accepted papers will be included in the proceedings of IEEE WoWMoM 2011 and published in the IEEE Digital Library. WoWMoM organizers reserve the right to exclude a paper from distribution after the conference (e.g., removal from IEEE *Xplore*) if the paper is not presented at the conference.

Papers presented at the symposium will be considered for a **Best Paper Award**. Papers of particular merit will be considered for a fast track publication in the *Elsevier Pervasive and Mobile Computing Journal (PMC)*.

CALL FOR PAPERS

IEEE WoWMoM 2011 is soliciting original and previously unpublished papers addressing research challenges and advances towards a world of wireless, mobile, and multimedia pervasive communications. The evolution of wireless networking technologies and their key role in Future Internet scenarios offer an increasing wealth of opportunities for distributing multimedia contents over wireless networks, enabling dissemination of professional contents to mobile users as well as sharing user-generated contents among them. Users will be able to retrieve, publish, and manage information, communicate with other users or devices, access and author services, create and exploit context-awareness and so on. Papers that present original work, validated by experimentation, simulation, or analysis, are solicited. Practical experiences and experimental efforts from both industry and academy, duly documenting the lessons learned from test-beds, field-trials, or real deployments, are also welcome.

Topics of interest include, but are not limited to:

- Wireless multimedia systems, services & applications
- System prototypes, measurements, real deployment, and experiences
- Opportunistic and delay-tolerant networks
- Mobile Social Networking
- Participatory and urban sensing
- Energy-efficient protocols and power management
- Seamless internetworking and self-organization
- Networking services for pervasive systems
- Content-centric architectures, multimedia content management and distribution for mobile networks
- Ad-hoc, Sensor and wireless mesh networks
- Wireless BAN, PAN, LAN, MAN and WAN
- Vehicular wireless networks
- Middleware services for wireless, mobile and multimedia networks
- Context-awareness in wireless, mobile and multimedia networks
- Quality of Service and Quality of Experience
- Location mechanism and services
- Multicasting and broadcasting issues
- Handoff and mobility management
- Network management and control
- IP-based mobile networks and wireless multimedia services
- Wireless security, dependability, reliability and survivability
- Authentication, authorization, and accounting
- Modeling and performance evaluation

Workshops and affiliated events

Several workshops will be held in conjunction with the main conference. Workshop papers will be included and indexed in the IEEE Digital Library (IEEE *Xplore*), showing their affiliation with IEEE WoWMoM. WoWMoM 2011 will also feature an Industry Track, PhD Forum and a Demonstrations Session. Please visit the conference website for details.

Organizers

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IEEE   IEEE computer society   CSE@UTA

For additional information, feel free to send a message to wowmom2011@iet.unipi.it (General Chairs) or wowmom11-pcchairs@iit.cnr.it (TPC Chairs)