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This volume brings together contributions representing the state-of-the-art in new multimedia and future technology information research, currently a major topic in computer science and electronic engineering. Researchers aim to interoperate multimedia frameworks, transforming the way people work and interact with multimedia data.

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The aims of these proceedings are to provide a complete coverage of the areas outlined, and to bring together researchers from academic and industry to share ideas, challenges, and solutions relating to the multifaceted aspects of this field. New multimedia standards (for example, MPEG-21) facilitate the seamless integration of multiple modalities into interoperable multimedia frameworks, transforming the way people work and interact with multimedia data. These key technologies and multimedia solutions interact and collaborate with each other in increasingly effective ways, contributing to the multimedia revolution and having a significant impact across a wide spectrum of consumer, business, healthcare, education, and governmental domains.

This volume presents selected papers from prominent researchers participating in the 11th International Conference on Future Information Technology and the 10th International Conference on Multimedia and Ubiquitous Engineering, Beijing, China, April 20-22, 2016. These large international conferences provided an opportunity for academic and industry professionals to discuss recent progress in the fields of multimedia technology and ubiquitous engineering including new models and systems and novel applications associated with the utilization and acceptance of ubiquitous computing devices and systems. The contributions contained in this book also provide more information about digital and multimedia convergence, intelligent applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, the semantic web, user experience and HCI, security and trust computing. This book describes the state of the art in multimedia and ubiquitous engineering, and future IT models and their applications.

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This volume brings together contributions representing the state-of-the-art in new multimedia and future technology information research, currently a major topic in computer science and electronic engineering. Researchers aim to interoperate multimedia frameworks, transforming the way people work and interact with multimedia data. This book covers future information technology topics including digital and multimedia convergence, ubiquitous and pervasive computing, intelligent computing and applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, semantic web, human-centric computing and social networks, adaptive and context-aware computing, security and trust computing and related areas. Representing the combined proceedings of the 9th International Conference on Multimedia and Ubiquitous Engineering (MUE-15) and the 10th International Conference on Future Information Technology (Future Tech 2015), this book aims to provide a complete coverage of the areas outlined and to bring together researchers from academic and industry and other practitioners to share their research ideas, challenges and solutions.

This book presents the combined proceedings of the 13th International Conference on Multimedia and Ubiquitous Engineering (MUE 2019) and the 14th International Conference on Future Information Technology (Future Tech 2019), both held in Xi'an, China, April 24 - 26, 2019. The aim of these two meetings was to promote discussion and interaction among academics, researchers and professionals in the field of ubiquitous computing technologies. These proceedings reflect the state of the art in the development of computational methods, involving theory, algorithms, numerical simulation, error and uncertainty analysis and novel applications of new processing techniques in engineering, science, and other disciplines related to ubiquitous computing.

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This book comprises selected papers from the 14th International Conference on Multimedia and Ubiquitous Engineering (MUE 2020) and the 14th International Conference on Future Information Technology (Future Tech 2020). And this book presents the latest developments in the field of ubiquitous computing technologies. It also discusses the state of the art in the development of computational methods, involving theory, algorithms, numerical simulation, error and uncertainty analysis, and novel applications of new processing techniques in engineering, science, and other disciplines related to ubiquitous computing. This book is a great resource for students, researchers, and professors working in the field of ubiquitous computing.

This book presents the proceedings of the 11th International Conference on Multimedia and Ubiquitous Engineering (MUE2017) and the 12th International Conference on Future Information Technology (FutureTech2017), held in Seoul, South Korea on May 22-24, 2017. These two conferences provided an opportunity for academic and industrial professionals to discuss recent advances in the area of multimedia and ubiquitous environments including models and systems, new directions, and novel applications associated with the utilization and acceptance of ubiquitous computing devices and systems. The resulting papers address the latest technological innovations in

the fields of digital convergence, multimedia convergence, intelligent applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, semantic web, user experience, HCI, and security and trust computing. The book offers a valuable resource for a broad readership, including students, academic researchers, and professionals. Further, it provides an overview of current research and a “snapshot” for those new to the field.

This book presents the combined proceedings of the 7th International Conference on Computer Science and its Applications (CSA-15) and the International Conference on Ubiquitous Information Technologies and Applications (CUTE 2015), both held in Cebu, Philippines, December 15 - 17, 2015. The aim of these two meetings was to promote discussion and interaction among academics, researchers and professionals in the field of computer science covering topics including mobile computing, security and trust management, multimedia systems and devices, networks and communications, databases and data mining, and ubiquitous computing technologies such as ubiquitous communication and networking, ubiquitous software technology, ubiquitous systems and applications, security and privacy. These proceedings reflect the state-of-the-art in the development of computational methods, numerical simulations, error and uncertainty analysis and novel applications of new processing techniques in engineering, science, and other disciplines related to computer science.

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