

web

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Overview

Embedded and ubiquitous computing is an exciting paradigm that promises to provide computing and communication services to the end users all the time and everywhere. Its systems are now invading in every aspect of our daily life and promise to revolutionize our life much more profoundly than elevators, electric motors or even personal computer evolution ever did. The emergence of this technology is a natural outcome of research and technological advances in a variety of areas including embedded systems, pervasive computing and communications, wireless networks, mobile computing, distributed computing and agent technologies.

EUC 2015 is the next event, in a series of highly successful International Conferences on Embedded and Ubiquitous Computing (EUC).

EUC 2015 will take place in Porto, Portugal. The conference will be held on 21-23 October 2015.

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CALL FOR PAPERS

Important Dates

Submission Deadline for Workshops/Tutorials: March 13, 2015 Notification of Acceptance for Workshops/Tutorials: March 20, 2015 Submission Deadline for Papers: June 1, 2015 Author Notification: July 24, 2015 Camera-Ready and Author Registration: September 4, 2015 Conference dates: October 21-23, 2015

Submission Information

Authors are invited to submit original papers in English including, but not limited to, the areas of interest mentioned below. All contributions must be submitted electronically in the PDF format conforming to the IEEE Conference Proceedings Format (8.5" x 11", Two-Column). Papers should be submitted through the EasyChair paper submission system at the conference website. Each paper is limited to 8 pages (or 10 pages with an overlength charge).

Additionally, selected papers will be invited to be submitted for consideration for journal special issues.

The EUC 2015 proceedings will be published by IEEE.

Tracks

- * Hardware architectures and design tools
- * Software for embedded and ubiquitous computing
- * Cyber-physical systems
- * Power/energy-aware and green embedded and ubiquitous computing
- * Adaptive and context-aware computing
- * Mobile systems and social media
- * Security, safety and reliability/dependability
- * Parallel and distributed systems
- * Applications for embedded and ubiquitous computing
- * PhD Forum



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