Ubiquitous And Pervasive Commerce New Frontiers For Electronic Business Computer Communications And Networks

Transforming E-Business Practices and Applications: Emerging Technologies and Concepts

"This book provides a general overview about research on ubiquitous and pervasive computing and its applications, discussing the recent progress in this area and pointing out to scholars what they should do (best practices) and should not do (bad practices)."—Provided by publisher.

Encyclopedia of Mobile Computing and Commerce

"This book presents an alternative view to ubiquitous and pervasive knowledge, architectural frameworks, and methodological issues, and introduces some of the major techniques and tools developed in the domain of ontology building, analysis, and semantic web."—Provided by publisher.

Advances in Ubiquitous Computing: Future Paradigms and Directions

"This multi-volume reference examines critical issues and emerging trends in global business, with topics ranging from new competitive strategies and mobility to new markets and ecosystems, and innovative references to supplement the theoretical presentations. At the end of each chapter, a list of online resources with links to the websites is also provided. Additionally, extensive, vivid examples from large corporations, small businesses from different industries, and services, governments, and nonprofit agencies from all over the world make concepts come alive in electronic commerce. These examples, which were collected by both academicians and practitioners, show the reader the capabilities of EC, its cost and justification, and the innovative ways corporations are using EC in their operations."—Provided by publisher.

E-Commerce and Web Technologies

"Ubiquitous sensors, devices, networks and information are paving the way toward 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 embedding everyday objects with intelligence, many tasks and processes could be simplified, the physical spaces where people interact, like workplaces and homes, could become more efficient, safer and more enjoyable. Ubiquitous computing, or pervasive computing, uses these many "smart things" or "u-things" to create smart environments, services and applications. A smart thing can be endowed with different levels of intelligence, and may be c- text-aware, active, interactive, reactive, proactive, assistive, adaptive, automated, sentient, perceptual, cognizant, autonomous and/or thinking. Research on ubiquitous intelligence is an emerging research field covering many disciplines. A series of grand challenges exists to move from the current level of computing services to the smart world of adaptive and intelligent services. Started in 2005, the series of UIC conferences has been held in Taipei, Nagasaki, Three Gorges (China), Hong Kong, Oslo and Brisbane. The proceedings contain the papers presented at the 7th International Conference on Ubiquitous Intelligence and Computing (UIC 2010), held in Xi'an, China, October 26–29, 2010. The conference was accompanied by six vibrant workshops on a variety of research challenges within the area of ubiquitous intelligence and computing."—Provided by publisher.
Introduction to Electronic Commerce and Social Commerce

Ambient intelligence began as a vision for the future of technology and has now become a reality. The widespread use of modern technology has quickly expanded into the use of our everyday lives. On a daily basis, we are instantly connected to people, places, ideas, and information which have led to the acceleration of knowledge. As the continuing development of new technologies becomes available, those technologies will play an integral role in the future. Pervasive and Ubiquitous Technology Innovations for Ambient Intelligence Environments is a collection of research on the subject matter of human computer interaction, ubiquitous computing, embedded systems, and other areas of study which contribute to ambient intelligence. This comprehensive reference aims to broaden the overall knowledge on ambient intelligence as it relates to the aspects of modern life.

Grid and Cloud Computing: Concepts, Methodologies, Tools and Applications

This book contains the refereed proceedings of the International Symposium on Information and Automation, ISA 2010, held in Guangzhou, China, in November 2010. The 110 revised full papers presented were carefully reviewed and selected from numerous submissions. The symposium provides a forum for researchers, educators, engineers, and government officials to present and discuss their latest research results and exchange views on the future research directions in the general areas of Information and Automation.

Electronic Commerce

The Symposium on Ubiquitous and Ambient Intelligence (UCAmI) began as a workshop held in 2003 in San Sebastian (Spain) under the Spanish Artificial Intelligence Conference. This event gathered 32 attendees and 18 papers were p- ported. The second edition, already as a Symposium, took place in Granada (Spain) under the first Spanish Computer Science Conference (CEDI). Later, in 2006, a s- and workshop was celebrated in Ciudad Real, and in 2007 the second Symposium was organized in Zaragoza by the CEDI conference. Now we continue to work on the organization of this event in Salamanca, a beautiful Spanish city. The European Community and the South and Seventh Framework Programmes - courage researchers to explore the generic scope of the Ambient Vision. In fact, some researchers have a crucial role in this vision. Emile Arps from Philips describes -ent intelligence as "the integration of technology into our environment, so that perv- can freely and interactively utilize it."

This idea agrees with the proposal of Mark Weiser regarding the Ubiquitous Computing paradigms.

Industrial Informatics Design, Use and Innovation: Perspectives and Services

The main objective of pervasive computing systems is to create environments where computers become invisible by being seamlessly integrated and connected into our everyday environment, where such embedded computers can then provide information and exercise intelligent control when needed, but without being obtrusive. Pervasive computing and intelligent multimedia technologies are becoming increasingly important to the modern way of living. However, many of their potential applications have not yet been fully realized. Intelligent multimedia allows dynamic selection, composition and presentation of the most appropriate multimedia content based on user preferences. A variety of applications of pervasive computing and intelligent multimedia are being developed for all sorts of personal and business life. Pervasive computing (often synonymously called ubiquitous computing, ubiquitous computing or ambient intelligence) is an emerging field of research that brings in revolutionary paradigms for computing models in the 21st century. Pervasive computing is the trend towards increasingly ubiquitous connected computing devices in the environment, a trend being brought about by a convergence of advanced wireless – and, particularly, wireless – technologies and the Internet. Recent advances in pervasive computing, networks, telecommunications and information technology, with the proliferation of multimedia mobile devices – such as laptops, iPods, personal digital assistants (PDAs) and cellular telephones – have further stimulated the development of intelligent pervasive multimedia applications. These key te-

Technologyacrosssourcingmultimediaandubiquitousubiquitousworldscharacterizes and diverse spectrum of consumer, business, healthcare and governmental domains.

Handbook of Research on Telecommunications Planning and Management for Business

Pervasive systems, due to inexpensive wireless technologies can now be implemented easily and locally and advanced local and network advanced applications can be joined anytime simply by using a mobile terminal (cell phone, PDA, smartphone, etc.) Pervasive systems free people from conventional interaction with desktop and laptop computers thereby allowing a new human-computer interaction to take place on the basis of wireless multimedia communication. Addressing the theoretical fundamentals of pervasive systems as they are studied and developed in the major research laboratories, Pervasive Systems and Ubiquitous Computing is aimed at MSc and PhD engineering students.

Risk Assessment and Management in Pervasive Computing: Operational, Legal, Ethical, and Financial Perspectives

This publication covers the latest research work related to ambient intelligence as it relates to the aspects of modern life - Provided by publisher.

Informatics and Management Science VI

At the core of this book is the interplay between technological and business innovation and the social practice. The benefits of 50 years of rapid advances in digital telecommunications and computing technology have not been felt equally, they have nevertheless transformed almost every aspect of our lives. It is only in the last decade that both changes and their implications have been thoroughly understood, and comprehensive reference aims to broaden the overall knowledge on ambient intelligence as it relates to the aspects of modern life. Pervasive computing and intelligent multimedia technologies are becoming increasingly important to the modern way of living. However, many of their potential applications have not yet been fully realized. Intelligent multimedia allows dynamic selection, composition and presentation of the most appropriate multimedia content based on user preferences. A variety of applications of pervasive computing and intelligent multimedia are being developed for all sorts of personal and business life. Pervasive computing (often synonymously called ubiquitous computing, ubiquitous computing or ambient intelligence) is an emerging field of research that brings in revolutionary paradigms for computing models in the 21st century. Pervasive computing is the trend towards increasingly ubiquitous connected computing devices in the environment, a trend being brought about by a convergence of advanced wireless – and, particularly, wireless – technologies and the Internet. Recent advances in pervasive computing, networks, telecommunications and information technology, with the proliferation of multimedia mobile devices – such as laptops, iPods, personal digital assistants (PDAs) and cellular telephones – have further stimulated the development of intelligent pervasive multimedia applications. These key te-

Technology across sourcing multimedia and ubiquitous worlds characterizes a diverse spectrum of consumer, business, healthcare and governmental domains.

Ubiquitous Commerce for Creating the Personalized Marketplace: Concepts for Next Generation Adoption

The 21st century has seen a number of advancements in technology, including the use of high performance computing. Computing resources are being used by the science and economics fields for data processing, simulation, and modeling. These innovations aid in the support of production, logistics, and mobility processes. Integrated Information and Computing Systems for Natural, Spatial, and Social Sciences covers a carefully selected spectrum of the most up-to-date issues, revealing the benefits, dynamics, potential, and challenges of information and computing system application scenarios and components from a wide spectrum of prominent disciplines. This comprehensive reference offers important guidance on the development stage of the universal solution to information and computing systems for researchers as well as industry decision makers and developers.

Emerging Directions in Embedded and Ubiquitous Computing

This book contains the refereed proceedings of the EUC 2006 workshops, held in conjunction with the IFIP International Conference on Embedded and Ubiquitous Computing in Seoul, Korea, August 2006. The book presents 102 revised papers spanning six workshops: network-centric ubiquitous systems (NCUS 2006), security in ubiquitous computing systems (SecSicious 2006), RFID and ubiquitous sensor networks (USN 2006), trustworthines, reliability and services in ubiquitous and sensor networks (TRUST 2006), embedded software optimization (ESO 2006), and multimedia solution and assurance in ubiquitous information systems (MSA 2006).

Ubiquitous and Pervasive Computing Concepts, Methodologies, Tools, and Applications

Electronic Commerce Management for Business Activities and Global Enterprises: Competitive Advantages is written as an e-commerce textbook for undergraduate and graduate students in various business programs, including information systems, marketing, computer science, and MBA. In addition to serving as a textbook in e-commerce, this book also provides an excellent repository for instructors, researchers, and industry practitioners for their research ideas, theories, and practical experiences. In addition to regular topics traditionally taught in the classroom, this textbook addresses the many new emerging ideas and applications and presents tools and techniques in all aspects of e-commerce development and management in the global economy.

Pervasive Computing Handbook

The Encyclopedia of Mobile Commerce and Computing provides the latest trends in mobile computing and their commercial applications. Hundreds of internationally renowned scholars and practitioners have written comprehensive articles exploring such topics as location and context awareness, mobile networks, mobile services, the social impact of mobile technology, and mobile software engineering.

Information and Automation

This book explores the technology of ubiquitous computing, emerging applications and services, and social issues vital for the successful deployment of a ubiquitous computing application. Providing high quality, authoritative content on such topics as device design, wireless communication, location sensing, privacy concerns, attention focus, multi-person interaction, and direct interaction, work patterns, it is a must-have in library collections - Provided by publisher.

Mobile and Wireless Systems Beyond 3G: Managing New Business Opportunities

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This book is a guide for the world of Pervasive Computing. It describes a new class of computing devices which are becoming omnipresent in everyday life. They make information access and processing easily available for everyone from anywhere at any time. Mobility, wireless connectivity, di-versity, and ease-of-use are the magic keywords of Pervasive Computing. The book covers these front-end devices as well as their operating systems and the back-end infrastructure which integrates these pervasive components into a seamless IT world. A strong emphasis is placed on the underlying technologies and standards applied when building up pervasive solutions. These fundamental topics include commonly used terms such as XML, WAP, UMTS, GPRS, Bluetooth, Jini, transcoding, and cryptography, to mention just a few. Besides a comprehensive state-of-the-art description of the Pervasive Computing technology itself, this book gives an overview of today’s real-life applications and accompanying service offerings. M-Commerce, e-Business, networked home, travel, and finance are exciting examples of applied Pervasive Computing.

A Design Space for Pervasive Advertising on Public Displays

"This reference presents a vital compendium of research detailing the latest case studies, architectures, frameworks, methodologies, and research on Grid and Cloud Computing".

Grid and Pervasive Computing

This book presents the refereed proceedings of the 13th International Conference on Electronic Commerce and Web Technologies (EC-Web) held in Vienna, Austria, in September 2012. The 15 full and four short papers accepted for EC-Web, selected from 45 submissions, were carefully reviewed based on their originality, quality, relevance, and presentation. They are organized into topical sections on recommender systems, security and trust, mining and semantic services, negotiation, and agents and business services.

Information Security Theory and Practice, Smart Devices, Pervasive Systems, and Ubiquitous Networks

This is a complete update of the bestselling undergraduate textbook on Electronic Commerce (EC). New to this 4th Edition is the addition of material on Social Commerce (two chapters); a new tutorial on the major EC support technologies, including cloud computing, RFID, and EDI; ten new learning outcomes; and video exercises added to most chapters. Whenever appropriate, material on Social Commerce has been added to existing chapters. Supplementary material includes an Instructor’s Manual, Test Bank questions for each chapter; PowerPoint Lecture Notes; and a Companion Website that includes EC support technologies as well as online files. The book is organized into 14 parts: Part 1 is an introduction to E-Commerce and E-Markets; Part 2 is on EC Applications, while Part 3 looks at Emerging EC Platforms; Part 4 examines EC Support Services, and Part 5 looks at EC Commerce Strategy and Implementation. Part 6 is a collection of online tutorials on Launching Online Businesses and EC Projects, with tutorials focusing on e-CRM, EC Technology, Business Intelligence, including Data, Text, and Web Mining; E-Collaboration; and Competition in Cyberspace. The following e-tutorials are not related to any specific chapter: "they are "essentials" ec technologies and "a guide to reliable" resources."

Pervasive Computing

"This book reports on practical problems and underlying theory related to the use of primary RFID technologies"—Provided by publisher.

Ubiquitous Intelligence and Computing

The International Conference on Informatics and Management Science (IIS) 2012 will be held on November 16-19, 2012, in Chongqing, China, which is organized by Chongqing Normal University, Chongqing University, Shanghai Jiao Tong University, Nanyang Technological University, University of Michigan, Chongqing University of Arts and Sciences, and sponsored by National Natural Science Foundation of China (NSFC). The objective of IIS 2012 is to facilitate an exchange of information on best practices for the latest research advances in a range of areas. Informatics and Management Science contains over 600 contributions to suggest and inspire solutions and methods drawn from multiple disciplines including: Computer Science, Communications and Electrical Engineering, Management Science, Service Science, Business Intelligence.

Ubiquitous and Pervasive Knowledge and Learning Management: Semantics, Social Networking and New Media to Their Full Potential

Written for both scholars and practitioners, this book provides an in-depth review of the state-of-the-art practices and research opportunities in a new era where information technology resides in everyday objects from cars to clothes to shipping containers.

Auto Identification and Ubiquitous Computing Applications

This book describes a new class of computing devices which are becoming omnipresent in everyday life. They make information access and processing easily available for everyone from anywhere at any time. Mobility, wireless connectivity, di-versity, and ease-of-use are the magic keywords of Pervasive and Ubiquitous Computing. The book covers these front-end devices as well as their operating systems and the back-end infrastructure which integrates these pervasive components into a seamless IT world. A strong emphasis is placed on the underlying technologies and standards applied when building up pervasive solutions: These fundamental topics include commonly used terms such as XML, WAP, UMTS, GPRS, Bluetooth, Jini, transcoding, and cryptography, to mention just a few. Web Application Servers, Portals, Web Services, and Synchronized and Device Management are new in the second edition. Besides a comprehensive state-of-the-art description of the Pervasive Computing technology itself, this book gives an overview of today’s real-life applications and accompanying service offerings. M-Commerce, e-Business, networked home, travel, and finance are exciting examples of applied Ubiquitous Computing.

Ubiquitous and Pervasive Commerce

"This book offers focused research on the systems and technologies that provide intelligence and expertise to traders and investors and facilitate the agile ordering processes, networking, and regulation of global financial electronic markets"—Provided by publisher.

Electronic Commerce Management for Business Activities and Global Enterprises: Competitive Advantages

This book constitutes the refereed proceedings of the 8th International Conference on Grid and Pervasive Computing, GPC 2013, held in Seoul, Korea, in May 2013 and the following colocated workshops: International Workshop on Ubiquitous and Multimedia Application Systems, UMAS 2013; International Workshop DATICS-GPC 2013: Design, Analysis and Tools for Integrated Circuits and Systems; and International Workshop on Future Science Technologies and Applications, FSTA 2013. The 111 revised papers were carefully reviewed and selected from numerous submissions. They have been organized in the following topical sections: cloud, cluster and grid; middleware resource management; mobile peer-to-peer and pervasive computing; multipurpose and high-performance parallel and distributed systems; security and privacy; ubiquitous communications, sensor networking, and RFID; ubiquitous and multimedia application systems; design, analysis and tools for integrated circuits and systems; future science technologies and applications; and green and human information technology.

3rd Symposium of Ubiquitous Computing and Ambient Intelligence 2008

Mobile and Wireless Systems Beyond 3G: Managing New Business Opportunities explores new business opportunities and critical issues related to mobile and wireless systems beyond 3G. This book identifies motivations and barriers to the adoption of 3G mobile multimedia services and provides an end-use perspective on mobile multimedia services that are likely to emerge with the roll out of Third Generation Mobile Services (3G). Mobile and Wireless Systems Beyond 3G: Managing New Business Opportunities presents a single source of up-to-date information about mobile commerce including the technology (hardware and software) involved, security issues and factors driving demand adoption (consumer and business). This book provides researchers and practitioners with a source of knowledge related to this emerging area of business, while also facilitating managers and business leaders’ understanding of the industrial evolutionary processes.

Pervasive Computing

"This book reports several experiences concerning the application of pervasive computing technologies, methodologies and tools in healthcare"—Provided by publisher.

Pervasive Systems and Ubiquitous Computing

"This book provides a sound grounding in what industrial informatics is and in what directions the field is moving, providing a broad state-of-the-art review and showing connections and gaps in knowledge for those who design and use information technologies in industrial settings"—Provided by publisher.

Ubiquitous Intelligence and Computing

"This book advances the understanding of management methods, information technology, and their joint application in business processes"—Provided by publisher.

Mobile and Ubiquitous Commerce: Advanced E-Business Methods

"This book is a compendium of definitions and explanations of concepts and processes within u-commerce"—Provided by publisher.
Designing Solutions-Based Ubiquitous and Pervasive Computing: New Issues and Trends

This volume contains the 12 papers presented at the WISTP 2009 conference, held in Brussels, Belgium in September 2009. WISTP 2009 was the third international workshop devoted to information security theory and practice. WISTP 2009 built on the successful WISTP 2007 and 2008 conferences, held in Heraklion, Crete, Greece and Seville, Spain in May 2007 and May 2008, respectively. The proceedings of WISTP 2007 and WISTP 2008 were published as volumes 4462 and 5619 of the Lecture Notes in Computer Science series. This workshop received the following support: Co-sponsored by IFIP WG 11.3 Small System Security - Co-sponsored by VDE ITG - Technical sponsorship of the IEEE Systems, Man & Cybernetics Society - Supported by the Technical Committee on Systems Safety and Security – Organised in cooperation with the ACM SIGSAC – Supported by ENISA – Supported by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC)

These proceedings contain 12 original papers covering a range of theoretical and practical topics in information security. For the purposes of the organisation of the WISTP program, the papers were divided into four main categories, namely: Mobility - Attacks and Secure Implementations - Performance and Security - Cryptography

The 12 papers included here were selected from a total of 27 submissions. The refereeing process was rigorous, involving at least three (and mostly four or five) independent reports being prepared for each submission.

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