

===== MOBILITY 2013 | Call for Papers =====

CALL FOR PAPERS, TUTORIALS, PANELS

MOBILITY 2013, The Third International Conference on Mobile Services, Resources, and Users

November 17 - 22, 2013 - Lisbon, Portugal

General page: <http://www.aria.org/conferences2013/MOBILITY13.html>

Call for Papers: <http://www.aria.org/conferences2013/CfPMOBILITY13.html>

- regular papers

- short papers (work in progress)

- posters

Submission page: <http://www.aria.org/conferences2013/SubmitMOBILITY13.html>

Submission deadline: July 16, 2013

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Extended versions of selected papers will be published in IARIA Journals: <http://www.ariajournals.org>

Print proceedings will be available via Curran Associates, Inc.: <http://www.proceedings.com/9769.html>

Articles will be archived in the free access ThinkMind Digital Library: <http://www.thinkmind.org>

Please note the Poster and Work in Progress options.

The topics suggested by the conference can be discussed in term of concepts, state of the art, research, standards, implementations, running experiments, applications, and industrial case studies. Authors are invited to submit complete unpublished papers, which are not under review in any other conference or journal in the following, but not limited to, topic areas.

All tracks are open to both research and industry contributions, in terms of Regular papers, Posters, Work in progress, Technical/marketing/business presentations, Demos, Tutorials, and Panels.

Before submission, please check and conform with the Editorial rules:

<http://www.aria.org/editorialrules.html>

MOBILITY 2013 Topics (topics and submission details: see CfP on the site)

Mobile architectures, mechanisms, protocols

Mobility and wireless; Mobility enabling protocols; Mobile software; Service composition in mobile environments; Knowledge and service discovery in mobile environments; On-demand mobility; User presence in mobile environments; Replication in mobile environments; Middleware for mobile environments; Internet and mobility; Software architecture for mobile applications

#### Mobile networking and management

Fundamentals of mobile networks; Mobile-Fixed interworking; Heterogenous networks; Beyond IMT-A; Mobile network virtualization; Femtocells and relays; Mobile cells; Mobile network sharing and network access; Self-management of mobile networks; Mobility management; Access control in mobile environments; Advanced roaming concepts; Mobile network edge-based service delivery platforms; Mobile content delivery networks; Mobile peer-to-peer systems; Mobile VPNs; Quality of experience in mobile networks

#### Mobile devices and services

Smart mobile devices; Embedded mobile; Sensors and mobiles; Mobile media, mobile content; Mobile applications (mobile learning, mobile healthcare, etc.); Mobile games; Mobile business; Mobile Web applications; Apps versus Web; Novel software concepts for mobile services; Mobile- and micro payment; mCommerce

#### Mobile prosumers and interfaces

User interaction and mobility; Mobile communities; Mobile Web interfaces and interaction techniques; Implementations and experimental mobile systems; Mobile Web; Mobile search and advertising

#### Mobile Internet of Things

Future mobile Internet; Internet of Things; Machine to Machine, People, Business (M2x); Online; Smart Homes; Smart Cities

#### Vehicular mobile technology

Architectures and platforms; Vehicular ad hoc networks; Vehicular routing metrics and supporting protocols; Mobility management and topology control; Standardization of vehicular networks; User aspects; Business enablers

#### Challenges in mobile environments

Security and privacy environments; Protection and safety of distributed mobile data; Context-aware mobility and privacy; Mobile emergency communication and public safety; Location-based services; Micro-payments; Accuracy and preciseness in localizing mobile entities

Committee: <http://www.iaria.org/conferences2013/ComMOBILITY13.html>

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