

Aims and Scope

Recently, computing platforms have been replaced from stationary desktops to mobile devices (smart phones, tablets, wearable watch, glasses and so on). They promote the development of new intelligent and evolutionary systems to extract full potential from them. They could record huge amount of data on user's daily life from multimodal embedded sensors. It also allows to discover user's intention, behavior, and habits from tons of mobile data. One of the potential applications of the life data analysis is adaptive entertainment for users. Based on the user's life patterns, the entertainment applications could adapt to users. They could enable interactive entertainment systems for games, movies, arts, music, robots and so on. In this session, we attempt to see the recent development in mobile and entertainment computing independently while discussing on the future applications from their hybridization.

Publication and Awards

All accepted papers will be published in the symposium proceedings. Selected papers from IES2014 will be invited to extend and publish in Special Issues of Soft Computing Journal (Impact Factor: 1.124) and Memetic Computing Journal. All accepted papers will be considered for the Best Overall Paper Awards and the Best Student Paper Awards, which will be presented during the banquet.

Important Dates

Regular paper submission deadline: Notification of acceptance: Camera-ready paper: August 1, 2014 September 1, 2014 October 1, 2014

Organizers

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Collocated Conference

The 5th International Conference on Computational Systems-Biology and Bioinformatics 2014 (CSBio 2014 - http://www.csbio.org/2014/)