

# IEEE Mobile Cloud 2016 - Call for Papers

## The 4th IEEE International Conference on Mobile Cloud Computing, Services, and Engineering

<http://www.mobile-cloud.net>

Oxford, UK March 29 - April 1, 2016

The 4th IEEE Mobile Cloud conference seeks to present original and timely research related to the design, implementation, analysis, evaluation, and deployment of mobile cloud systems, services, and applications. The integration of mobile computing and sensing with cloud computing enables new applications that process big data collected from the physical world, and have an impact on almost every aspect of our daily life, including transportation, healthcare, safety, smart cities, social interaction, etc. This conference will provide a great platform to allow researchers in academia and industry to exchange their latest research results and development activities on mobile cloud computing. Its primary objective is to share the latest research ideas and results, as well as the emerging industry technologies in mobile cloud computing. The conference solicits original technical papers, not previously published and not currently under review for publication elsewhere. Papers will be judged on originality, significance, clarity, relevance, and correctness. Extended versions of the best papers will be invited for fast-track publication in a planned Special Issue on Mobile Cloud Computing of the Elsevier Pervasive and Mobile Computing journal.

### • SCOPE

Topics of interest include, but are not limited to:

- Mobile cloud computing models, architectures, middleware, and platforms
- Engineering mobile cloud systems and services
- Mobile crowdsensing models and associated platforms
- Mobile cloud resource management, provisioning, and migration
- Mobile-aware cloud data management and data retrieval
- Mobile cloud data centers, storage, and networking technologies
- Virtualization techniques for mobile cloud computing and services
- Security and privacy for mobile cloud computing and networking
- Energy-saving mobile cloud protocols
- Mobile multimedia and mobile social community services
- Cloud-assisted human-centered applications based on wearable computing devices
- Mobile-enabled virtual reality
- Intuitive user interfaces for cloud-based mobile applications
- Research case studies and experimental reports
- Industry reports on experience and lessons learned
- Mobile cloud enabled pervasive learning and education

### • PAPER SUBMISSION

The length of camera-ready papers will be limited to 10 pages. All papers should be prepared using the IEEE format, please see [http://www.ieee.org/conferences\\_events/conferences/publishing/templates.html](http://www.ieee.org/conferences_events/conferences/publishing/templates.html)

Each paper will be reviewed by at least three TPC members. Authors must submit their manuscripts using the EasyChair conference system, please follow this EasyChair link:

<https://www.easychair.org/conferences/?conf=ieeemobilecloud2016>

### • PAPER PUBLICATION

All accepted papers will be published by IEEE Computer Society Press (EI-Index) and included in IEEE Digital Library. For publication, each accepted paper is required to be registered at full rate by one of its authors and presented at IEEE Mobile Cloud 2016.

### • WORKSHOP/TUTORIAL PROPOSAL SUBMISSION

IEEE Mobile Cloud 2016 will host multiple one-day or half-day workshops in conjunction with the main conference; topics of interest include any major research area associated with mobile cloud middleware and applications, as well as relevant large-scale experiences (from academic/industry projects) in the field. The proposed workshops should focus on fostering discussion among participants as well as community building. A workshop proposal should contain at least the following information:

- \* Name and possible acronym of the workshop
- \* Motivation and rationale for the workshop
- \* Draft call-for-papers, including introduction and topics of the workshop

IEEE Mobile Cloud 2016 seeks half-day tutorial proposals, which should provide clear and focused teaching material covering new and emerging topics related to the main conference. A tutorial proposal should describe concisely the content, importance, and timeliness of the tutorial, as well as the targeted potential audience.

Workshop and tutorial proposals must be submitted via email to the Workshop and Tutorial Chair TBD.



### IMPORTANT DATES

- Paper submission: November 15, 2015
- Workshop proposal submission: November 15, 2015
- Tutorial proposal submission: December 1, 2015
- Author notification: December 22, 2015
- Camera-ready submission and conference registration: January 21, 2016
- Conference: March 29 – April 1, 2016

### ORGANIZING COMMITTEE

General Chairs:

- Hiroyuki Sato (University of Tokyo, Japan)
- Dijiang Huang (Arizona State University, USA)
- Axel Kuepper (TU Berlin/Telekom Innovation Laboratories, Germany)

Program Chairs:

- Cristian Borcea (New Jersey Institute of Technology, USA)
- Masanobu Yuhara (Fujitsu Laboratories Ltd., Japan)
- Shumao Ou (Oxford Brookes University, UK)

Workshop and Tutorial Chair: TBD

Local Chair:

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Publicity Chair: TBD

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- James Wu (San Jose State University, USA)