



- » [Home](#)
- » [Committees](#)
- » [Call for workshops](#)
- » [Workshops](#)
- » [Call for papers](#)
- » [Papers accepted](#)
- » [Keynote speakers](#) NEW
- » [Workshop Papers Registered](#)
- » [Program](#) NEW
- » [Submission](#)
- » [Online Author Kit](#)
- » [Publication](#)
- » [Registration](#)
- » [FAQ](#)
- » [Dates](#)
- » [Access](#)
- » [Accommodation](#) NEW
- » [Tourism](#)

The 3rd International Conference on Multimedia and Ubiquitous Engineering (MUE 2009)

Organized by Huazhong Univ. of Sci. and Tech. (HUST)
And Ocean University of China (OUC)
In Cooperation with the IEEE Computer Society
June 4-6, 2009
Qingdao, China

Based on the great success of 1st MUE 2007 and the 2nd MUE 2008, the 3rd International Conference on Multimedia and Ubiquitous Engineering (MUE 2009) will be the most comprehensive conference focused on the various aspects of advances in Multimedia and Ubiquitous Engineering. Multimedia and Ubiquitous is emerging rapidly as an exciting new paradigm to provide computing life services any time, any where. Our Conference provides a chance for academic and industry professionals to discuss recent progress in the area of multimedia and ubiquitous environment including models and systems, new directions, novel applications associated with the utilization and acceptance of ubiquitous computing devices and systems.

The goal of this conference is to bring together the researchers from academia and industry as well as practitioners to share ideas, problems and solutions relating to the multifaceted aspects of Information Technology.

All accepted papers will be included in the conference proceeding published by IEEE CS (Our proceedings will be included in EI and other index).

Scope

Topics include but are not limited to the following:

1. **Ubiquitous Computing and Beyond**
 - Ubiquitous Computing and Technology
 - Ambient and Artificial Intelligence
 - Context-Aware Ubiquitous Computing
 - Parallel/Distributed/Grid Computing
 - Novel Machine Architectures
 - Semantic Web and Knowledge Grid
 - Smart Home and Natural Interfaces

2. **Multimedia Modeling and Processing**
 - AI and Soft Computing in Multimedia
 - Computer Graphics and Simulation
 - Content-Based Image Retrieval / QBE
 - Medical Image and Signal Processing
 - Multimedia Indexing and Compression
 - Virtual Reality and Game Technology

3. **Ubiquitous Services and Applications**

Protocols for Ubiquitous Services
Ubiquitous Database Methodologies
Ubiquitous Application Interfaces
IPv6 Foundations and Applications
Smart Home Network Middleware
Ubiquitous Sensor Networks / RFID
U-Commerce and Other Applications
Database and Data Mining

4. **Multimedia Services and Applications**

Multimedia RDBMS Platforms
Multimedia in Telemedicine
Multimedia Embedded Systems
Entertainment Industry
E-Commerce and E-Learning
Novel Multimedia Applications
Computer Graphics in Industry

5. **Multimedia and Ubiquitous Security**

Security in Commerce and Industry
Security in Ubiquitous Databases
Key Management and Authentication
Privacy in Ubiquitous Environment
Sensor Networks and RFID Security
Multimedia Information Security
Forensics and Image Watermarking

6. **Other IT and Multimedia Applications**

