

IEEE DMSS 2016

IEEE Workshop on Distributed Mobile Systems & IoT Services

Held in conjunction with

The 21th IEEE Symposium on Computers and Communications (ISCC 2016)

**27-30 June, 2016
Messina, Italy**

Important Dates

Paper Submission: April 1, 2016

Acceptance Notification: May 7, 2016

Camera-ready Submission: May 21, 2016

Workshop Chairs

Mervat AbuElkheir

Mansoura University, Egypt

Khalid Elgazzar

Carnegie Mellon University, USA

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Queen's University, Canada

Details on website

<http://dmss2016.weebly.com/>



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The sophistication of today's mobile applications and services demands resources beyond the capacity of mobile devices to support advanced functionality and offer better user experience. Mobile distributed computing has emerged as a discipline of distributed systems research and practice towards support for mobility and limited resources. Cloud Computing promises to augment the capability of mobile devices through provisioning of computational resources on demand. Also, the continuous revolution in wireless communication technologies unleashes the full potential of mobile distributed systems, where data transfer and communications between mobile devices and supporting computing infrastructures are increasingly improving.

The DMSS workshop is intended to create a platform for researchers, developers, and practitioners from academia, industry, and service providers to share and discuss their ideas, experiences, challenges, and practical implementations related to distributed mobile systems and IoT technologies. We encourage papers that address current challenges and propose novel research directions. Both position and work-in-progress papers are welcomed. We encourage high quality submissions addressing current challenges and proposing novel research directions. We invite technical research papers, industrial papers, position papers, and tool demonstration papers.

Topics of Interest Include (but are not limited to):

- Distributed mobile applications
- IoT-oriented cloud architectures and deployments
- Quality of information and management in crowdsensing/mobilesensing
- Location-based mobile cloud services and applications
- Offloading strategies and techniques
- Reliability, availability, and scalability in distributed mobile systems and IoT
- Energy and resource optimization in IoT mobile systems
- User experience and interface design
- Privacy and security protections
- Ubiquitous and pervasive data access techniques
- Context-aware architectures in distributed mobile systems
- Applications of vehicular networks, V2V and V2I communications

Submission Guidelines

Authors are required to submit fully formatted, original papers (PDF), with graphs, images, and other special areas arranged as intended for the final publication. Papers should be written in English conforming to the IEEE standard conference format (8.5" x 11" - US letter, Two-Column). Final submissions are limited to 6 IEEE pages. Papers must be submitted by April 1, 2016 using EDAS (<http://edas.info/N22252>).