# CALL FOR PAPERS

The 2013 International Workshop on Mobile Systems, E-commerce and Agent Technology (MSEAT 2013)

In conjunction with

The 6th International Conference on Ubi-media Computing (U-Media 2013)

November 3-4, 2013

The University of Aizu, Japan

### THEME

Agent technology is one of the most vibrant and active areas of research and development in information technology. Multi-agents and mobile agent technologies are making significant impacts upon almost all aspects of computing discipline. Boldly speaking, they are underpinning the profound changes taking place in our information society. One of the admittedly most successful applications is in global business partnerships, directly due to the nature of the problem. In fact, virtual organizations and e-commerce have become fashionable practices of today's global businesses. At the right time, agents act as key components in the Internet-wide information and e-commerce systems that are currently being developed across the globe, and multi-agents and mobile agents provide most feasible and effective computational frameworks for contemporary business practices. In answer to such a trend at the beginning of this exciting new millennium, MSEAT'2013 aims to establishing a responsive, active and valuable world-class academic forum for executives, managers, practitioners and academicians from multi-agents, mobile agents, software agents, mobile environment, ubiquitous or pervasive environment, virtual organizations and e-commerce, in particular their crisscrosses.

MSEAT'2013 will be held in conjunction with the 6th International Conference on Ubi-media Computing (U-Media'2013):

#### SCOPE

This workshop covers some important aspects of Mobile Systems, E-Commerce and Agent Technologies, especially in Ubiquitous or Pervasive Environment. The technical issues to be addressed include, but are not limited to:

- Agents:
  - O Agent architectures
  - O Information agents
  - O Middle agents (e.g., match-makers, brokers, routers)
  - O Mobile agents
  - O Agent-based software engineering
  - O Agent platform
  - O Agent social communication mechanisms and languages
  - O Agent societies and ensembles
- Semantic Web and Web Services
  - O Semantic Web
  - O RDF Applications
  - O Cloud Computing
- Mobile Systems and E-Commerce
  - Applications in active networks
  - O Protocol, applications, and middleware in mobile server
  - O Applications in electronic markets and commerce
  - O Mobile commerce
  - O Artificial market systems and e-commerce
  - O E-commerce development tools, programming
  - O E-commerce interface, virtual reality
  - O E-commerce interface agents
  - O E-commerce security
- Wireless Networks and Ubi-Networks
  - O Ad Hoc Networking
  - O Mobile computing and Ubiquitous Computing
  - O WLAN, Bluetooth, WPAN, Home networking
  - O Network protocols
  - O RFID Applications
  - O Wireless Sensor Networks,
  - O Wireless QoS Services

- O Communication, collaboration and interaction of humans
- O Economics principles for multi-agents
- O Multi-agent communication, coordination, and collaboration
- O Multi-agent design patterns and paradigms
- O Multi-agent simulation, verification, and validation
- O Organization of agent societies
- O Network agents
- O Privacy and agents
- Ontology Researches
- O Social Computing
- O Web Services
- O Ergonomics in e-commerce and electronic marketplaces
- Mobile agents for order processing, selling, transactions processing
- O Mobile agents for payment, financial processing
- O Resource management
- Security analysis, model and implementation on both clients and hosts of e-commerce
- O World wide web integration
- O Ubi-Commerce or Pervasive Commerce
- O Location Aware protocols and services
- O Context-Aware Computing
- O Ambient Intelligence
- O Wearable Computing
- O Smart Home
- O PCS, GPRS, 3GO GPS Applications

SUBMISSION OF PAPERS

Papers should be prepared according to the U-Media'2012 submission requirements. Electronic submissions are encouraged. Each paper for submission should be formatted using the IET proceedings template (ftp://pubftp.computer.org/press/outgoing/proceedings/instruct.doc). It must not be longer than 6 pages in length, including a 200-word abstract, references and figures. The workshop proceedings will be published by IET. Authors should submit their papers in Postscript, PDF, or MS Word format via e-mail to:

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e-mail: mnwu@nutc.edu.tw

Dr. Chun-Hong Huang, Lunghwa University of Science and Technology, Taiwan

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### SPECIAL ISSUE OF JOURNALS

Best ranked papers accepted at the workshop will be suggested for publication in a special issue of an International Journal, subject to the review by the program committee. Papers suggested for the special issue will then be reviewed by external reviewers following the standard procedure of review stipulated by the international journal.

# **IMPORTANT DATES:**

July 31, 2013 Paper submission due
Aug. 31, 2013 Notification of acceptance
Sep. 20, 2013 Final manuscript due

• Sep. 30, 2013 Early conference registration due

# CONTACT INFORMATION

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