CALL FOR PAPERS

ICEEWT 2020
Jun 22-23, 2020
Venice, Italy

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICEEWT 2020 : International Conference on Electrical Engineering and Wearable Technology is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Electrical Engineering and Wearable Technology. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Wearable system design, wearable displays
Smart textile technologies, textile sensing and feedback
Wearable sensors, actuators, input and output devices
Hardware and software aspects of power management
Wearable sensor networks, on-body networks and support for interaction with other systems
Wearable apps delivered through smartphones
Smartphone technologies with a wearable impact
Extending smartphone hardware
Smartphone interaction, cooperative
Information processing, methods and tools
Adaptivity, personalization, customization and lifelong learning in activity recognition
Context-awareness through big data, web-mining and cloud computing
Data fusion, sensor synergies, advanced machine learning and reasoning for context awareness
Automating the design of activity recognition chains
Smart or automated data annotation techniques
Modeling, simulations, and tools supporting science
Formal evaluation of performance of wearable computer technologies
Interaction design, industrial design of wearable systems
User modeling, user evaluation, usability engineering, user experience design
Societal implications, health risk, environmental and privacy issues
Wearable technology for social-network computing, visualization and augmentation
Environmental sciences, urbanism, and architecture
Eyewear computing
Eye and wrist-wear sensors, actuator systems, impact studies
Eyewear computing for healthcare
Human factors issues with, and ergonomics of, eye-and wrist-worn systems