

ENCYCLOPEDIA OF MOBILE COMPUTING & COMMERCE

CALL FOR SHORT ARTICLES

Proposal Deadline: 15 Oct 2005

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INTRODUCTION

Recent advances in wireless technology have led to mobile computing, a new dimension in data communication and processing. Mobility is perhaps the most important market and technological trend in information and communication technology. With the advent of new mobile infrastructures providing higher bandwidth and constant connection to the network from virtually everywhere, the way people use information resources for work and business is being radically transformed.

Whilst technological developments and standardization processes proceed at a rapid pace, many business challenges pertaining to the deployment of value added services remain unresolved. The *Encyclopedia of Mobile Computing and Commerce* presents current trends in mobile computing, and their potential use in business and commerce. It also includes research challenges and innovative in mobile computing and commerce.

TOPICS

We are inviting papers to be included in this encyclopedia. Representative topics include but are NOT limited to the following:

1. Mobile Information Systems

- Enterprise modeling and business process re-engineering
- Evaluation and management of mobile information systems
- Context and location awareness
- Content personalization and tailoring based on context

2. Mobile Commerce and Mobile Business

- Frameworks for M-Business models
- M-Business management and innovation strategy
- M-Business and public regulatory policy
- Adoption and diffusion of M-Business

3. Mobile Enterprise implications for Society, Business and Security

- National security applications of mobile computing
- Mobile applications via industry sector
- Mobile web enterprise systems and services
- Security, privacy, authorization, and billing

4. Mobile Service Technologies

- XML-based mobile services
- Mobile agents
- Interface design and usability
- Mobile portals

5. Mobile to Consumer Applications

- Mobile banking, Mobile investing and marketing
- Mobile shopping, Mobile ticketing, Mobile payments
- Mobile passports, Mobile record keeping
- Mobile games

6. Mobile Applications for the Extended Enterprise

- Mobile information systems applications in organizations
- E-services in mobile information systems
- Mobile databases and mobile data mining
- Public sector and public safety use and development of mobile technologies

7. Enabling Technologies

- Wireless LANs, 3G & 4G technologies, ZigBee
- Ubiquitous and pervasive computing
- Enabling technologies for mobile commerce and mobile working
- Emerging Technology (Grid, P2P, Pervasive, Embedded Computing)

8. Enabling Applications

- Corporate and personal email
- Instant messaging
- Mobile chat
- M-Learning

9. Mobile Multimedia

- Mobile multimedia applications and services
- Wireless and mobile multimedia network management
- Regulatory and societal issues of mobile multimedia
- Personalization, privacy and security in mobile multimedia

PROPOSAL AND SUBMISSION PROCEDURE

Proposal submission should clearly outline the intention of the paper, and be submitted according to the submission procedure below.

Full papers will be around 1500 to 3500 words. Layout and formatting requirements can be found at URL provided in the Submission and Inquiries section. Paper format for all submissions is either word or pdf.

IMPORTANT DATES

15 Oct 2005: Proposals due
1 Nov 2005: Notification of proposal
1 Jan 2006: Full paper due
31 Mar 2006: Notification
2007 : Publication of encyclopedia

SUBMISSION AND INQUIRIES

Submission of proposal should be emailed to:
Jen.Goh@infotech.monash.edu.au

Inquiries can be sent directly to the editor at:
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Further information can be found at:
URL: <http://users.monash.edu.au/~dtaniar/encyclopedia/>

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