

ABOUT ENWOT

The goal of this workshop is to bring the attention of researchers to the opportunities and challenges involved in engineering a web of things.

In the new era of computing the development is evolving from traditional client-server architectures to decentralized multi-device architectures in which people use various types of Web-enabled client devices, and data are stored simultaneously in numerous devices and cloud-based services. This new era will dramatically raise the expectations for device interoperability, implying significant changes for software architecture as well.

EnWoT 2018 aims at attracting contributions related to the subject at different levels, from modelling and design to engineering. Foundational contributions, as well as concrete application experiments are sought.

TOPICS

Topics of interested include but are not limited to:

- Software architectural styles and patterns for connecting objects to the World Wide Web
- Engineering smart objects on the web
- Real-time communication with physical objects
- Web-based discovery, search, composition, and physical mashups
- Self-adaptive and self-management approaches
- Semantic web and Linked open data
- Web of Thing and Internet of Everything
- Challenges for Big Data and IoT applications
- Architectures and Framework for smart devices connection
- Liquid User Experience
- Internet of People
- Liquid Software
- Liquid Web of Things
- Security, access control, and sharing of physical things on the Web
- Cloud platforms and services for the Web of Things
- Application of Web tools and techniques in the physical world (REST, HTML5, social networks)

ORGANIZED BY





INSTITUTIONAL PARTNERS







IMPORTANT DATES

Submission: 01 April 2018
Notification: 28 April 2018
Camera-ready: 15 May 2018
Workshop date: 05 June 2018
Camera-ready (post proceedings): 05 July 2018

COMMITTEES

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See the website for more details: http://sisinflab.poliba.it/EnWoT/2018/