



CALL FOR PAPERS – Fifth International Workshop on the Web of Things (WoT 2014)

in conjunction with **IoT 2014, Cambridge, MA, USA, October 6-8, 2014**. www.webofthings.org/wot

Important Dates

Paper submission deadline: August 22, 2014

Notification of acceptance: September 12, 2014

Camera-ready papers due: September 26, 2014

Workshop date: October 8, 2014

Workshop Abstract

The Internet of Things has become a well-known brand for a set of research issues in the pervasive and ubiquitous computing communities. The focus of this research theme has mostly been on establishing connectivity. The Web of Things takes the next step and looks at the application layer of the IoT. A vision where physical devices become seamlessly integrated into the Web – not just through Web-based user interfaces of specialized applications, but by blending into the hypermedia information space created by the Web and its architectural principles.

Contributing to WoT 2014

WoT 2014 solicits contributions in all areas related to the Web of Things, and we invite application designers to think beyond sensor networks and Web applications, and to imagine, design, build, evaluate, and share their thoughts and visions on what the future of the Web and networked devices will be. Continuing the successful Web of Things workshop series this fifth edition seeks papers related to:

- Integration of embedded computers, wireless sensor networks, every-day appliances, smart gateways, and tagged objects (RFID, barcodes, QRs, NFC) using a Web approach.
- Real-time communication with physical objects (e.g., Websockets, Web-RTC, MQTT, CoAP, AMQP, etc.)
- Web-based discovery, search, composition, and physical mashups
- Use of semantic technologies to facilitate the interaction with and between things on the Web
- Security, privacy, access control, and sharing of physical things on the Web
- Application of Web tools and techniques in the physical world (e.g., REST, HTML5, 6lowpan, cloud services, social networks)

- Cloud platforms and services for the Web of Things
- Concrete applications, use-cases, deployments, and evaluations of Web-enabled Things in contexts such as smart homes, connected cities, and Web 2.0 enterprises

This fifth edition of the Web of Things workshop series will provide an interactive forum for WoT researchers to learn about and discuss existing efforts related to Web-based interactions with smart things. In order to ensure a high-quality technical session, submissions must cover one of the topics above and not exceed should not exceed six (6) ACM conference format pages. Research papers must be original prior unpublished work and not under review elsewhere as they will be published to the ACM digital library and listed on DBLP. All submissions will be peer-reviewed and selected based on their originality, merit, and relevance to the workshop. Submission requires at least one author to present the paper on-site. If you can, we encourage authors of accepted papers to bring a prototype and demonstrate it at the workshop, as part of an open demonstration session.

For more instructions on how to submit to WoT 2014, visit <http://www.webofthings.org/wot>

Organizers:

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