

# IEEE NIME 2013 – Programme

**09:00 - 9:45 NIME K1 - Chair: Prof. Marco Rocchetti (University of Bologna, Italy)**

- Keynote Speech: Professor Mario Gerla (UCLA) - "Opportunistic Multimedia to Vehicles"

**9:50 - 10:10 BREAK**

**10:15 - 11:45 NIME F1 - Chair: Prof. A. El Rhalibi (Liverpool John Moores University, UK)**

"Listening to Unanimated Objects' Stories for Treatment and Repair: A Computer Vision Approach", Marco Rocchetti (University of Bologna), Alessandro Amoroso (University of Bologna), Cristian Bertuccioli (University of Bologna), Andrea Marcomini (University of Bologna), Gustavo Marfia (University of Bologna), Giovanni Matteucci (University of Bologna)

"Evaluating Design Constraints for Proximity-Based Games on a Real Urban Topology", Dario Maggiorini (University of Milano), Laura Ripamonti (University of Milano), Armir Bujari (University of Padua), Claudio Palazzi (University of Padua)

"Performance Control over heterogeneous receivers for video multicast", Hang Zhang (Rensselaer Polytechnic Institute), Koushik Kar (Rensselaer Polytechnic Institute), John Woods (Rensselaer Polytechnic Institute)

**12:00 - 13:00 LUNCH**

**13:00 - 14:45 NIME F2 - Chairs: Prof. Alessandro Amoroso (University of Bologna, Italy)**

"A Novel Scalable Hybrid Architecture for MMOG", Christopher Carter (Liverpool John Moores University), Abdennour El Rhalibi (Liverpool John Moores University), Madjid Merabti (Liverpool John Moores University)

"From a physical system to a pervasive solution to increase people physical activity: Is it possible?", Matteo Ciman (University of Padova), Ombretta Gaggi (University of Padova)

"Supporting Cultural Emotional Browsing for Museums: The Versoverdi App", Marco Rocchetti (University of Bologna), Gustavo Marfia (University of Bologna, IT), Cristian Bertuccioli (University of Bologna), Andrea Marcomini (University of Bologna), Marco Zanichelli (OndeComunicazione), Angelo Varni (University of Bologna)

**14:50 - 15:00 BREAK**

**15:00 - 17:00 NIME R1- Chairs: Prof. Claudio Palazzi (University of Padua, Italy)**

"A Twofold Approach to Object and Avatar Data Management in P2P-Based Virtual Environments", Maha Abdallah (Laboratoire d'Informatique de Paris 6), Eliya Buyukkaya (Enssat, University of Rennes 1)

"Like Vehicles Like Pedestrians, in an Interconnected World", Alessandro Amoroso (University of Bologna), Marco Rocchetti (University of Bologna), Gustavo Marfia (University of Bologna, IT)

"Addressing Responsiveness in Interactive, Pervasive Games", Ani Nahapetian (California State University), Davit Stepanyan (California State University, Northridge)

"Embedded Key Frame Extraction in UGC Scenarios", Alexandro Sentinelli (ST Microelectronics), Luca Celetto (ST Microelectronics), Gustavo Marfia (University of Bologna, IT), Marco Rocchetti (University of Bologna)

"Fast Image Resizing for more Efficient Device Adaptation", Ali Ajorian (IUT), Shadrokh Samavi (McMaster University), Majid Mohrehkesh (IUT), Shahram Shirani (McMaster University)

"Geo-Anchored Floating Data for Mobile Users", Armir Bujari (University of Padua), Claudio Palazzi (University of Padua), Henklajd Sadushi (University of Padua), Dario Maggiorini (University of Milano), Laura Ripamonti (University of Milano)

**17:00 NIME B1- Chairs: Prof. A. El Rhalibi (Liverpool John Moores University, UK)**

- Best Paper Award Ceremony and Workshop Closure