



# The 7th International Conference on the Internet of Things

Linz, Austria, October 22-25, 2017

[www.iot-conference.org](http://www.iot-conference.org)



## CALL FOR PAPERS

Driven by connected low-cost sensing and actuation and the large host of scientifically and economically relevant application scenarios that they enable, the Internet of Things has become a central research area with a broad reach across many fields in information technology and adjacent domains. The vision for the Internet of Things has always been the creation of complex interacting systems that allow for seamless information exchange between physical and digital objects. Thanks to the wide availability of smartphones, not only companies but also consumers are part of this networked world. This interconnectivity together with large-scale data processing, machine learning, robotics, and new fabrication techniques leads to a transfer of innovation and business patterns from the digital space into the physical world — indicating that we are at the brink of another industrial revolution.

The **International Conference on Internet of Things (IoT)** has become the premier gathering place where visionary, ground-breaking research in the IoT field meets leading industry experts. Since its beginnings in the year 2008, IoT has been backed by strong support from leading academic institutions as well as industry and we are happy to announce its seventh iteration that will take place in October 2017 in Linz, Austria.

### Contributing to IoT 2017

IoT 2017 solicits original, high impact research papers on all topics related to the development and social adoption of the Internet of Things – in particular, we seek submissions on the following topics:

- **Interoperability of IoT Systems:** Service discovery and composition, synchronization in distributed systems, overcoming siloization of IoT systems, semantic data description frameworks.
- **IoT Interactions:** Novel methods and techniques for seamless human-to-object and object-to-object interactions, including Augmented Reality and Virtual Reality interactions.
- **Web Technologies for the IoT:** Web-based discovery, search, and service composition to facilitate interactions between devices on the IoT and with users.
- **Physical World Event Processing and Understanding:** Novel data collection, deep learning, reality mining, and prediction methods based on physical world observations. This might include real-time decision making, event processing, and extracting information from large datasets.
- **Real World Applications of IoT Technology:** Evaluation of challenges of real world deployments of Industry 4.0, Industrial Internet, and GS1 implementations, including planned deployments (e.g., in advanced Manufacturing and Logistics).
- **Internet of Things Architecture:** Novel information architecture design on field, edge, and cloud devices; object access and networking technology; investigation of technologies that support the mobility of functions and executions across system entities.
- **Integration of Physical and Virtual Artifacts and Events:** Advanced object identification, classification, and localization
- **Social Acceptance of IoT Systems:** Data security, authentication and authorization. Privacy protection, data sharing technologies (incl. blockchain technology), tampering protection and detection in IoT systems.

### Submission Information

Papers have to be submitted via the EasyChair conference system, must be written in English and contain original material that has not been published or is currently undergoing review elsewhere. Papers are limited to 6 to 8 pages including figures and references. The paper layout should follow the SIGCHI Conference format.

Papers are peer-reviewed by a committee of experts in the IoT field in a double-blind process and selected based on technical novelty, integrity of the analysis, and practical relevance and impact. **We therefore ask authors to ensure that their names and affiliations are removed from the submitted document. Accepted papers will be listed on DBLP and published via the ACM Digital Library.** Cases of plagiarism or multiple submissions will be subject to disciplinary action as per ACM rules and regulations, and no-shows at the conference will result in an exclusion from the ACM Digital Library.

## CONFERENCE COMMITTEE

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### IMPORTANT DATES

Paper Submission	June 6, 2017
Paper Acceptance Notice	July 17, 2017
Paper Camera-Ready	August 17, 2017
Workshop Proposal Deadline	May 6, 2017
Poster and Demo Submission	August 14, 2017
Poster and Demo Acceptance Notice	August 28, 2017
Poster and Demo Camera-Ready	September 6, 2017
Early Bird Registration Deadline	September 6, 2017
Late Registration Deadline	October 6, 2017
Author Registration Deadline	August 17, 2017

IoT 2017 will be held from October 22–25, 2017 in Linz, Austria. Tutorials and Workshops will take place on October 22<sup>nd</sup> and the main conference program from October 23<sup>rd</sup> to 25<sup>th</sup>.