The IADIS International Conference Telecommunications, Networks and Systems 2009 was hosted in Algarve, Portugal, 17-19 June, 2009.

The IADIS Telecommunications, Networks and Systems 2009 Conference covered theory, design and application of computer and telecommunication networks and systems. During recent years there has been an impressive increase in the use of networked applications and networks are now key resources in any information system configuration. Wireless and fixed-line networks complemented by a growing range of mobile devices are having a significant impact on the way we run our lives and our businesses.

The proceedings of the IADIS Telecommunications, Networks and Systems 2009 were jointly published with the IADIS Informatics 2009 and also with the IADIS Wireless Applications and Computing 2009. These conferences received 135 submissions from more than 26 countries. Each submission had been anonymously reviewed by an average of five independent reviewers, to ensure that accepted submissions were of a high standard. Consequently only 16 full papers were published. The overall acceptance rate corresponded to about 24 %. A few more papers were accepted as short papers, reflection papers and posters. Extended versions of the best papers were published in the IADIS International Journal on Computer Science and Information Systems (ISSN: 1646-3692) and also in other selected journals, including journals from Inderscience.

The submissions were accepted under the following main areas:

- Adoption and diffusion of networking technologies
- Business applications of telecommunications
- Cross-border network-based information systems
- Design and performance evaluation of new network application and systems
- Designing, deploying and using networked systems in specialized sectors (i.e. Health, Education, Manufacturing)
- Effects of legislation and regulation on telecommunications
- Emerging networking trends
- Frameworks for wireless security
- Grid, Cluster and Internet Computing
- Internetworking Protocols
- Location- and context-aware distributed systems
- Management of telecommunications in organizations
- Mobile computing, mobile networks, and mobile agents
- Mobility and m-commerce issues
- Network management contingency issues
- Network Performance Analysis and Evaluation
- Network pricing issues and strategies
- Networking: architectures, services, routing, and applications
- Outsourcing of networking and data communication services
- Peer-to-Peer (P2P) Systems
- Policy-based network management systems
- Policy-based security systems
- Quality of Service issues associated with networked systems
- Security of interconnected systems
- Sensor, mesh, and ad hoc networks
- Standards and network interoperability issues
- Strategic use of networking technologies
- Success factors of networked systems
- Pervasive Computing Environments
- Telecommuting, remote access and Virtual Private Networks
- Use of distributed services over wireless networks
- Wireless and Mobile Networking and Computing

The Conference included the presentation of full papers, short papers, reflection papers and posters and also a keynote presentation from one internationally distinguished researcher - Dr. Gary Hayes, Director of Laboratory for Advanced Media Production (LAMP) and Head of Virtual Worlds, Australia.

Keynote Presentation:

FRAGMENTS OF PLAY INTER-CONNECTED, CO-CREATED SOCIAL MEDIA ENTERTAINMENT by Dr. Gary Hayes, Director of Laboratory for Advanced Media Production (LAMP) and Head of Virtual Worlds, Australia

Abstract:

There are many media revolutions taking place the most powerful of which is still the transition from passive to participatory media. This is exemplified by the collision/mashup of games, TV and films as a new dominant immersive form and part of the on-going transformation of one way storytelling to co-created and distributed. This talk will investigate the nature of the playful, networked audience across online worlds & games, participatory film & TV and location based stories all helping to define social media entertainment. How are new audiences being classified, by their age, behaviours or how they themselves tell their new stories across multi-platform, multi-sensory environments. Some key paradigms and enabling services and technologies to be explored will include mixed reality, personalization, inhabited TV, emotional intelligence, machinima, crossmedia identity and distributed play

Conference Best Paper:


Abstract:

This paper presents the results achieved so far in the process of preparing the ground to develop a collaboratory in an Engineering R&D organization. This case study is part of a broader research project engaged in building a collaborator in order to share knowledge and resources among the Portuguese State Laboratories. In the process of preparing the ground to develop the collaboratory in the first of the State Laboratories studied, an information audit was conducted and an online survey was launched. The survey targeted 240 people, including mainly professional researchers (c. 160), but also research trainees and some technical staff integrating the research teams. The questionnaire was designed so as to collect data on the information management and information culture of the organization, on the researchers’ information needs and information seeking, and on the information flows taking place, and was composed of two distinct and independent parts. The first obtained seventy nine responses, while the second achieved ninety two, corresponding to 33% and 38% of the total sample, respectively. The work carried out will provide the basic requirements for the task of developing an infrastructure and tools for the
collaboratory, addressing the various aspects of collaborative software tools, information archiving and intelligent search, remote control of scientific instruments and multi-channel access to the services.


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