Tools for Mobile Multimedia Programming and Development

Part of the Advances in Wireless Technologies and Telecommunication (AWTT) Book Series

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Mobile devices are rapidly developing into the primary technology for users to work, socialize, and play in a variety of settings and contexts. Their pervasiveness has provided researchers with the means to investigate innovative solutions to ever more complex user demands.

Tools for Mobile Multimedia Programming and Development investigates the use of mobile platforms for research projects, focusing on the development, testing, and evaluation of prototypes rather than final products, which enables researchers to better understand the needs of users through image processing, object recognition, sensor integration, and user interactions. This book benefits researchers and professionals in multiple disciplines who utilize such techniques in the creation of prototypes for mobile devices and applications. This book is part of the Advances in Wireless Technologies and Telecommunication series collection.

Topics Covered:
- Application Development
- Context-Aware Applications
- Embedded Sensors
- Image/Video Analysis
- Intelligent Mobile Computing
- Mobile Internet
- Mobile Platforms
- Multimedia Applications
- Prototyping
- User Interactions

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Wei Song, Queensland University of Technology, Australia
Dian Tjondronegoro, Queensland University of Technology, Australia
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Developing a multimodal application for a scientific experiment on smartphone
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Contextual and Personalized Mobile Recommendation Systems
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Gamifying Everyday Activities using Mobile Sensing
Zachary Fitz-Walter, Queensland University of Technology, Australia
Dian Tjondronegoro, Queensland University of Technology, Australia
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