

Index

A

ad hoc classroom 80
 ad hoc networks 38
 affective computing 81
 ambient intelligence (AmI) 4, 18
 assault 231
 augmented reality (AR) 81
 authentication 30, 37, 48, 198, 201, 206, 216, 235, 377, 380
 authentic learning 81
 automation 162, 334, 339, 340, 342, 341, 362, 368, 374, 375, 377

B

bio-MEMS 94, 100
 biometric 235, 236, 238, 240, 241, 243, 244
 biosensor 100
 bioterrorism iv, ix, 86, 87, 98, 99, 100, 373
 blog 153
 Bluetooth 3, 21, 27, 28, 32, 33, 35, 39, 65, 81, 92, 157, 197, 200, 201, 203, 204
 brand community 153
 business model v, x, 135, 153, 167, 168, 175
 business process (BP) 168
 business process management (BPM) 168

C

channel jamming 199, 217
 choice of law 220, 231
 co-creation 154
 collaborative learning 63, 81
 computer-mediated communication 297
 computing energy 51
 connectivity 310, 340, 369
 contactless smart card 81
 context awareness 168

critical success factor (CSF) 193
 cryptographic algorithms 39
 cultural approach 329
 cultural factors 329
 cultural shaping of technology 329
 culture 312, 314, 315, 316, 317, 321, 323, 325, 326, 327, 328, 366, 369, 378
 customer relationship management (CRM) 192

D

defamation 231
 denial of service 34, 199, 215, 217, 365
 design ethnography 329
 development vii, xiii, 22, 68, 71, 74, 75, 77, 78, 96, 100, 127, 175, 191, 192, 306, 307, 308, 310, 312, 325, 326, 328, 341, 343, 344, 351, 352, 356, 360, 369, 370, 371, 373, 378, 383, 386
 digital divide 244
 digital media 154
 discovery learning 81
 dynamic grid 42, 51

E

e-commerce 5, 16, 18, 379
 e-portfolio 81
 e-schoolbag 81
 eavesdropping 199, 217
 educational technology 132
 enterprise application integration (EAI) 193
 entrepreneur 310
 ethnography 322, 327, 329

F

feedback 340, 342, 381
 flooding attack 217
 foreign agent (FA) 44, 45, 51
 forensics iv, ix, 86, 88, 100, 101

G

Gartner hype cycle 60, 81
gateways 51, 202
genome 100
genomics 100
geographic information system (GIS) 82
global positioning system (GPS) 65, 82
graceful degradation 51
grid computing 3, 18

H

heuristic evaluation 282
home agent (HA) 44, 45, 51
human-machine interface 342
human factors study 342

I

identification vi, xi, 157, 233, 234, 236, 240, 244, 284
impact on development 351
informal learning 82, 310
information value chain (IVC) 193
injunction 231
inquiry-based learning 82
interactive whiteboard 82
Internet control messages protocol (ICMP) 44, 51
Internet engineering task force (IETF) 44, 51
Internet protocol (IP) 21, 51, 101

J

jurisdiction v, xi, 218, 220, 221, 230, 231, 380, 386

K

k-business 183, 193
knowledge hoarding 297
knowledge management 296, 297
knowledge representation 297
knowledge sharing vi, xii, 285, 297
knowledge transfer 297
knowledge value chain (KVC) 182, 192, 193, 386

L

learning management system (LMS) 82
learning object 82
lifelong learning 82
local area network (LAN) 51

M

m-business 184, 193
mash-up 83
mentoring 64, 74, 83, 307, 366, 372
meta-scheduler 51
micro-content 83
micro-learning 83
microbial forensics iv, ix, 86, 88, 101
mobile classroom 83
mobile grid iv, ix, 40, 50, 51
mobile host (MH) 44, 45, 46, 51
monitoring 277, 340, 342, 375

N

nano-learning 83
network security 198, 217
new media 79, 154
next G 58, 77, 83, 382
normative ethics 275, 282

O

online learning 71, 112, 130, 132, 308, 359, 361, 376

P

p-business infrastructure 21, 39
passenger profiling 261
personal area network (PAN) 83
pervasive iv, v, vi, viii, ix, xi, xii, xiii, 1, 2, 3, 4, 5, 7, 8, 9, 10, 14, 16, 17, 20, 21, 28, 29, 30, 36, 55, 56, 66, 68, 77, 80, 88, 96, 103, 127, 128, 156, 157, 161, 162, 163, 14, 9, 130, 132, 15, 164, 1, 18, 20, 38, 53, 83, 166, 13, 132, 165, 166, 167, 168, 196, 197, 198, 207, 213, 215, 217, 218, 219, 221, 224, 228, 229, 230, 240, 246, 247, 257, 261, 263, 264, 266, 270, 277, 279, 283, 285, 286, 294, 295, 311, 312, 313, 319, 320, 323, 324, 326, 330, 331, 332, 340, 342, 352, 357, 360, 363, 366, 367, 368, 369, 371, 373, 376, 378, 379, 381, 382, 385, 386
pervasive business 7, 18
pervasive commerce 5, 18
pervasive computing 1, 15, 16, 18, 367, 369, 371, 373, 381, 386
pervasive computing environment v, xi, 217, 218
pervasive m-learning 83
phishing 244
podcasting 77, 84, 383
precedent 231
problem-based learning 84

Index

profiling vi, xii, 246, 249, 250, 251, 260, 261, 272, 386

R

really simple syndication (RSS) 64, 84, 145

risk perception 261

routing iv, viii, 20, 28, 36, 39, 46, 204, 215, 353, 371

RSS feeds 154

S

sentient computing 84

single virtual machine 51

situated learning 84, 309

situation awareness 341, 342

small and medium enterprises (SMEs) 194

smart card 81, 84

smart classroom 84

smart dust 84

smart environments 19

social environment 153

social knowledge 297

social networking 142, 154

standardization 244

substantive law 231

supply chain management (SCM) 193

system's security 217

U

ubiquitous computing iv, ix, 76, 79, 86, 166, 167, 168, 231, 281, 282, 326, 327, 342, 377, 381, 385

uncritical assessment v, ix, 102, 132

user experience modeling 329

V

verification 244

very large scale integration (VLSI) 51

vigilance 342

visual barcode 84

VLSI technology 51

vodcasting 85

W

wearable computing 15, 85, 371

Web-enabled 310

Wibree 27, 39

wireless fidelity (Wi-Fi) 24, 39

wireless local area network (WLAN) 51

wireless networks 17, 18, 217

X

Xforms 39