

The First International Symposium on Intelligent Mobile Technologies for Social Change will be held within the International Multi-conference on Computer Science and Information Technology in Mragowo, Poland on October 12-14, 2009.

IMT4SC strives to stimulate and promote cross-disciplinary communication between researchers and developers working in different domains with the goal of developing frameworks, applications, and technology for social impact.

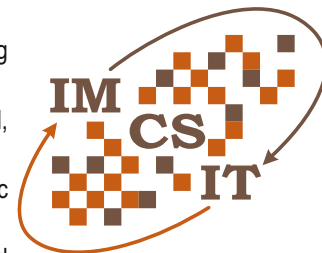
The type of impact can range from individuals (children, elderly, disabled, illiterate, informal businesses, etc) to communal, and in a variety of areas such as economic and social development, education, advocacy, human rights, and healthcare.

There are over 3.5 billion mobile phones in the world and they are proliferating at astounding rates across socio-economic and cultural boundaries and provide unprecedented opportunities for enabling social impact and technical activism.

The IMT4SC symposium encourages submissions of original research papers, practical applications and technology, and position papers on all aspects of computing technology directed at making the world a better place. We are also looking for ideas about ways to use, deploy, develop and promote the application and use of mobile phones in the same impact areas.

Topics include, but are not limited to:

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| Mobile technology for informal economies | Educational impact of mobile technology |
| Embedded AI and data mining applications | Human rights and mobile technology |
| Mobile learning and education | The use of mobile technology as an enabler for social impact |
| Mobile applications for the disabled/elderly | Social activism which can benefit from mobile technology |
| Mobile technology impact on health care | Open ideas on communities/groups/people and how they may benefit from computers/mobile technology |
| Mobile technology for social and economic impact | |



Paper Submission and Publication

The papers are divided in three categories: work-in-progress and future research papers (3 pages), theoretical papers (8 pages), and practical applications with demonstrations to be shown at symposium (8 pages).

Authors should submit draft papers (as Postscript, PDF of MSWord file).

The total length of a paper should not exceed 8 pages (IEEE style). IEEE style templates are available here.

Papers will be refereed and accepted on the basis of their scientific merit and relevance to the symposium.

Accepted and Presented paper will be published in the Conference Proceedings and included in the IEEE Xplore® database.

Extended versions of selected papers will be published as Special Issues of journal(s) that will be announced later.

Program Committee

- **Nathan Eagle**, *The MIT Design Laboratory, USA*
- **Elsa Garmire**, *Thayer School of Engineering, Dartmouth College, Hanover, NH, USA*
- **Colleen Kaman**, *MIT Center for Future Civic Media, USA*
- **Bruce MacLeod**, *University of Southern Maine, USA*
- **Janna McDougall**, *International Center for Research on Women, USA*
- **Khanjan Mehta**, *Penn State University, USA*
- **Ernestina Menasalvas Ruiz**, *Universidad Politecnica de Madrid, Spain*
- **Christelle Scharff**, *Pace University, USA*
- **Alexander Schill**, *TU, Dresden*
- **Katrin Verclas**, *MobileActive.org, USA*
- **Anita Wasilewska**, *Stony Brook University, USA*
- **Jennifer Wong**, *Stony Brook University, USA*

Organizing (Steering) Committee

- **Anita Wasilewska**, *Stony Brook University, USA*
- **Jennifer Wong**, *Stony Brook University, USA*

Important dates

- 15.06.2009 – Full paper submission
- 15.07.2009 – Notification of acceptance
- 15.08.2009 – Camera-ready version of the accepted paper

One-day TUTORIAL **Christelle Scharff**, *Seidenberg School of Computer Science and Information Systems Pace University, New York*

First Step into the World of Mobile Application Development

The mobile landscape is evolving rapidly with a variety of possible portable experiences for the global audience – experiences in entertainment, marketing, mapping, finance, arts, training, health and agriculture. Mobile application development is a challenging endeavor where creativity and technology are equally important. Applications are developed on one platform and need to be deployed on another one – a mobile phone – but each device comes with its specificities. Data needs to be collected for future analysis and to inform for intelligent mobile applications.

This tutorial will help participants in their first step into the world of mobile. It will present the current global offering in terms of mobile applications – commercial applications and applications more focused on social changes. The mobile development process including usability concerns and quality assurance will be covered. The participants will understand different technologies that can be used to develop mobile applications with a particular focus on using Java ME. This tutorial will explore the following topics in Java ME: low-level and high-level user interfaces, record stores, SMS/MMS and Bluetooth. Google Android will be demonstrated.

The tutorial will be interactive. Participants will be invited to share the applications that are most popular and the needs of applications for social changes in their own countries. They will get hands-on experience by trying out different Java ME code fragments.