

# Future Trends in Computing

Thursday 13th of December 2012, 14:00-15:00 @ Room CY007, Ground floor, UCLan Cyprus

## *The Web of Things: Towards Smart Pervasive Environments*

Sensors and wireless sensor networks are being deployed around the world, capable of measuring local environmental conditions. Their sensing functionality can potentially enable context-aware ubiquitous platforms, middleware and applications to proliferate. Inspired from embedded Internet connectivity, the Web of Things (WoT) is about reusing well-accepted and understood Web principles to interconnect the quickly expanding ecosystem of embedded devices, built into everyday smart things. In this talk, we identify contributions that have enabled the vision of Web-enabling smart objects. We will present promising applications of the WoT in domains such as smart homes, urban environments, logistics and the forthcoming smart grid of electricity. We will also discuss and identify challenges in this domain, and how the WoT can constitute a driver towards an energy-efficient, sustainable future.

### **Professor Andreas Pitsillides**

Department of Computer Science, University of Cyprus (UCY)



Andreas Pitsillides is a Professor in the Department of Computer Science, University of Cyprus, and heads NetRL, the Networks Research Laboratory. His research interests include fixed and mobile/wireless networks, the Internet- and Web- of Things, and

Internet technologies and their application in Mobile e-Services. He has a particular interest in adapting tools from various fields of applied mathematics such as control theory, nature inspired techniques, and computational intelligence to solve problems in computer networks. He has published over 230 refereed papers in flagship IEEE, Elsevier, IFAC, and Springer journals, international conferences and book chapters, 2 books (one edited), participated in over 30 European and locally funded projects with over 4.5 MEU as [co]principal investigator, presented keynotes, invited lectures at major research organisations, short courses at international conferences and short courses to industry, and serves/served on several journal and conference executive committees.

## *Serious Games: Current and Future trends*

3D Computer Games can be used for purposes beyond entertainment, such as training, information, and education. Games with such purposes are called serious games. In this talk we are going to discuss about aspect of serious games and talk about current and future trends in research of computer games and generally of 3D Computer Graphics & Virtual Reality.



### **Dr Despina Michael**

Department of Multimedia and Graphic Arts, Cyprus University of Technology (CUT)



Despina is a Lecturer in the Multimedia and Graphic Arts Department at the Cyprus University of Technology and the scientific coordinator of Microsoft Computer Games and Entertainment Technologies (GET) Research Lab. She has been a post

doc researcher at Event-lab (2011), University of Barcelona that is specialized on experiments within Virtual Reality systems. She also held a position of Lecturer (2009-2011), at the Design and Multimedia Department at the University of Nicosia. Her research interests are focused on Computer Graphics (rendering, computer games, and interactive applications) and Virtual Reality (virtual worlds, immersive environments, haptic devices, Kinects). She has been involved in several projects on these topics and published her work in refereed journals and conferences of these areas. She has served as a reviewer for scientific publications, and has been a member of program and organization committees of scientific conferences.