CAMS 2009 PC Co-chairs' Message

In the four years since the first CAMS workshop, context awareness has become an increasingly commonplace tool for mobile developers. The limited screen displays of many mobile devices mean that content must be carefully selected to match the user's needs and expectations, and context provides one powerful means of performing such tailoring. Furthermore, increasing availability of additional hardware sensors has bolstered the use of context. GPS, Near-Field Communication, Bluetooth and WiFi have all been used to sense the general environment and to determine the devices' location. Light and tilt sensors have also been used to tune simple features such as the strength of the display lighting, through to complex uses in game control. Context-aware mobile systems are becoming ubiquitous. With this hardware comes the opportunity for "on-board" applications to use location data to provide new services — until recently such systems could only be created with complex and expensive components. Furthermore, the current "mode" of the phone (e.g., silent, meeting, outdoors), contents of the built-in calendar, etc., can all used to provide a rich context for the user's immediate environment.

However, there is much to learn from a computer science perspective: context is a plastic and variable concept that can be realized in many ways — from the early notions of location-based services, through social navigation techniques based upon profiling of users, to concepts of work processes and information journeys. Together, these differing forms of context provide a challenging diversity of data which needs to be brought together and consistently and rapidly processed. These demands provide a strong testbed of contemporary techniques for modelling context, particularly when the network and processing capacities of mobile systems are considered.

The Fourth Context Aware Mobile Systems (CAMS) workshop had a strong set of paper presentations. Papers covered the spectrum of context-aware mobile systems: the traditional basis of location, exploiting new sensor types, the processes of personalization and profiling, emerging areas such as interface design and ontologies, plus engineering requirements such as development models and architectural frameworks. The global nature of the research in this area is also reflected in the wide spread of countries represented by the authors.

We selected the six best papers from an original array of over 30 expressions of interest. We are indebted to our review team, who helped us identify the very best outputs from the many submissions.

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R. Meersman, P. Herrero, and T. Dillon (Eds.): OTM 2009 Workshops, LNCS 5872, p. 77, 2009.