2nd Workshop on Privacy and Security in Pervasive and Ambient Intelligence Environments (*PSPAE 2010*)

25 June 2010, Samos Island, Greece

In Association with the

3rd International Conference on

Pervasive Technologies Related to Assistive environments (PETRA 2010)

23-25 June 2010, Samos Island, Greece

Workshop Chairs

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Petros Belsis, *T.E.I. of Athens, Greece*
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Workshop Programme Committee

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Matthew Wright, *University of Texas at Arlington, USA*

Important Dates

Paper Submission Deadline: **March 30, 2010**
***Paper Acceptance Notification*: April 10, 2010**
***Camera Ready Papers*: April 24, 2010**

Workshop Theme

Pervasive computing and ambient intelligence pushes forward a vision where technology is integrated into everyday objects with the intent of facilitating the life of humans and making their interaction with the surrounding environment simpler. A critical element of pervasive and ambient intelligence environments is awareness: computing environments become aware of the activities of their users and a lot of their daily activities can be captured and recorded for future use. The users frequently ignore the amount of their personal data being collected and processed or shared wirelessly and how much their privacy may be invaded. An understanding of privacy in the domain of pervasive computing and ambient intelligence and learning to address privacy concerns is very critical. Ensuring the security and privacy of users' data is a critical prerequisite to creating public trust for pervasive and ambient intelligence environments. It is therefore, necessary for such environments to be designed, implemented and used in compliance with data subjects' fundamental rights while the adoption of specific safeguards is required. In addition, since misuse of collected data is easily enabled, preventive measures are needed.

Privacy-Enhancing Technology (PET) concepts have been developed and applied while guidelines are found in the literature on how to deal with data so that the application of pervasive technology to become privacy-friendly. However, using privacy enabling and enhancing tools is not always easy. Pervasive computing environments are based on the use of wireless devices that have limited processing power, bandwidth, throughput, memory etc. These factors put a resource limitation on implementing resource demanding tools and protocols for privacy protection. Additionally, legal support for widespread use of PETs is missing and the introduction of additional legislation should be examined.

Topics of Interest

We are interested in original papers and case studies describing advances in all areas of security and privacy in pervasive and ambient intelligence environments, including but not limited to:

- Privacy, security and trust in the design of pervasive and ambient intelligence environments
- Ethical issues of Ambient Intelligence
- Ethical guidelines for the design of pervasive and ambient intelligence environments
- User and/or usability/user experience studies related to the design of pervasive and ambient intelligence environments
- Policies and practices for access, authentication, authorization and auditing in pervasive and ambient environments
- Policies for information sharing in pervasive environments
- User and context awareness in pervasive computing and ambient intelligent environments
- Access Control enforcement, authentication and secure data access in pervasive environments
- Encryption, cryptographic techniques to ensure privacy and security in pervasive environments
- Case studies in respect to privacy and security in pervasive environments
- Developing secure pervasive/ambient infrastructures

Proceedings Information

Accepted papers will be presented at the workshop and published in the Proceedings of the PETRA 2010 Conference. ACM will be the publisher of the proceedings of PETRA 2010 and the conference proceedings will be a volume in the ACM International Conference Proceedings Series in the ACM Digital Library. Interested authors should submit their contribution through the PETRA conference submission system.