

# AMBIENT 2016

## Forward

The Sixth International Conference on Ambient Computing, Applications, Services and Technologies (AMBIENT 2016), held between October 9 and 13, 2016 in Venice, Italy, was devoted to a global view on ambient computing, services, applications, technologies and their integration.

On the way for a full digital society, ambient, sentient and ubiquitous paradigms lead the torch. There is a need for behavioral changes for users to understand, accept, handle, and feel helped within the surrounding digital environments. Ambient comes as a digital storm bringing new facets of computing, services and applications. Smart phones and sentient offices, wearable devices, domotics, and ambient interfaces are only a few of such personalized aspects. The advent of social and mobile networks along with context-driven tracking and localization paved the way for ambient assisted living, intelligent homes, social games, and telemedicine.

We take here the opportunity to warmly thank the members of the AMBIENT 2016 technical program committee, as well as all the reviewers. The creation of such a high quality conference program would not have been possible without their involvement. We also kindly thank all the authors that dedicated much of their time and effort to contribute to AMBIENT 2016.

Also, this event could not have been a reality without the support of many individuals, organizations and sponsors. We also gratefully thank the members of the AMBIENT 2016 organizing committee for their help in handling the logistics and for their work that made this professional meeting a success.

We hope AMBIENT 2016 was a successful international forum for the exchange of ideas and results between academia and industry and to promote further progress in the field of ambient computing, applications, services and technologies

We also hope that Venice, Italy, provided a pleasant environment during the conference and everyone saved some time to enjoy the unique charm of the city.

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