

Table of Contents

Use of Augmented Reality in Sport Performance Visualization: Media Tools for Prosumers <i>Satu-Marja Makela, Marko Palviainen, Markus Ylikerala, and Johannes Peltola</i>	1
NEMO Converter 3D: Reconstruction of 3D Objects from Photo and Video Footage for Ambient Learning Spaces <i>David Bouck-Standen, Alexander Ohlei, Viktor Daibert, Thomas Winkler, and Michael Herczeg</i>	6
Semantic EnOcean: A Tool for Mapping Syntactic Device Descriptions onto an Ontology for the Internet of Things <i>Janna Herrmann, Jochen Britz, and Jan Alexandersson</i>	12
Ambient Health Monitoring System for Solitary Elderly <i>Toshifumi Tsukiyama</i>	18
Involuntary “Deep Breathing” by Posture-Respiration Feedback Control System <i>Shusaku Nomura, Hayakawa Kazuki, Sakai Osamu, Sekiya Ryoma, and Herath Samith S.</i>	24
Mobile Low Cost system for Environmental Monitoring in Emergency Situations <i>Virginia Perez-Garrancho, Laura Garcia, Sandra Sendra, and Jaime Lloret</i>	28
Proposal and Evaluation of a Data Transmission Method for Using Sound in Accurate Indoor Positioning <i>Takeru Kadokura, Kohei Morishita, Shigenori Ioroi, and Hiroshi Tanaka</i>	34
Towards Technology Acceptance Assessment in Ambient Intelligence Environments <i>Stavroula Ntoa, Margherita Antona, and Constantine Stephanidis</i>	38