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### Program Committee

<http://iop2016.sciencesconf.org/page/programcommittee>

With the map of social individuals referring to people to cyber entities, Internet of People (IoP), which focus on personal information collection, characters modeling, and a wide range of applications. Together with the Wearable Devices and Brain informatics developing, Brain Research Plan and Social Computing will enrich the Physical, Social, Cyber and Thinking worlds and their fusion (Hyper world). Due to the expected pervasion of IoP and its impacts on human activity, it will quickly become a hot and important interdisciplinary field.

IoP topics include: Biometric Sensors and Biometric Identification Technology, Wearable Technology and Application, Brain Informatics Sensing and Processing, Body Area Network (BAN) technology and services, Social Computing and Collective Intelligence Network, Internet of Brain, Intelligence and Creation, Security and Privacy, Human Body signal collection, processing and communication theory, technology for Biomedical and healthcare application etc.

The International Conference on Internet of People (IoP) is a premier forum for sharing theoretical, experimental and operational results in relative fields. Besides the latest research achievements, we solicit original papers on a wide range of internet of people. The first IoP 2015 was held in Beijing, China and was a great success. IoP 2016 will be held in Toulouse, France.

The IoP 2016 topics include but are not limited to the following:

#### Biometric Sensors and Identification

#### Wearable Technology and Body Sensor Networks

#### Brain Informatics Sensing and Processing

#### Social Computing, Social Internet of Things and Swarm Intelligence Networks

#### Human-centric Cyber-Physical Systems

#### Internet of Thinking and Creation

#### Crowd Sensing, Sourcing and Wisdom

#### Affective Computing, Ubiquitous Social Computing

#### Brain-Computer Interface/Brain-Machine Interface

#### IoP System Modeling, Simulation and Optimization

#### e-Learning and MOOCs

#### Mobile and Smart Healthcare

#### Deep Learning and Urban Computing

#### Mobility, Connected Vehicle and Transportation

#### Security, Privacy and Trust Issues in IoP

#### IoP Social and Ethical Issues

#### IoP Applications, Implementation, and Exploitation

### IMPORTANT DATES

<b>Paper Submission Deadline:</b>	<b>April 8, 2016</b>
<b>Authors Notification:</b>	<b>May 6, 2016</b>
<b>Camera-ready:</b>	<b>May 20, 2016</b>

### WORKSHOPS

The IoP 2016 Organizing Committee invites proposals for workshops associated with the conference, addressing research areas related to the conference. Accepted workshop papers will be included in the proceedings published by IEEE CS Press. Click the following links for submission details/deadlines.

For workshop proposals, please refer to <http://iop2016.sciencesconf.org/resource/page/id/5>

### PAPER SUBMISSION

Main conference papers are limited to 8 pages, following the IEEE CS format, and are to be submitted as PDF via the IoP 2016 submission site:

<https://easychair.org/conferences/?conf=iop2016>.

### PAPER PUBLICATION

Accepted conference papers will be published by IEEE CPS (IEEE-DL and EI indexed). At least one author of each accepted paper is required to register and present their work at the conference; otherwise the paper will not be included in the proceedings.

Best Paper Awards will be presented to high quality papers. Selected papers, after further extensions and revisions, will be recommended to special issues. More details can be found via <http://iop2016.sciencesconf.org>.

### CONTACTS

[iop2016@sciencconf.org](mailto:iop2016@sciencconf.org)