



## EAI Endorsed Transactions on Internet of Things

### Editor-in-Chief

**Der Jiunn Deng**, NCUE

**Claudio E. Palazzi** received the M.S. degree in computer science from University of California at Los Angeles (UCLA), Los Angeles, CA, USA, in 2005; the Ph.D. degree in computer science from University of Bologna (UniBO), Bologna, Italy, in 2006; and the Ph.D. degree in computer science from UCLA, in 2007. He was an Assistant Professor with the Department of Mathematics, University of Padua, Padua, Italy, from 2007 to 2010. He is currently an Associate Professor with the Department of Mathematics, University of Padua. He is active in various technical program committees in prominent international conferences and has co-authored over 120 papers in international conference proceedings, books, and journals in his research topics. His research interests include protocol design and analysis for wired/wireless networks, with an emphasis on network-centric multimedia entertainment and vehicular networks.

### Special Issue Editors

**Pietro Manzoni** received the MS degree in computer science from the “Università degli Studi” of Milan, Italy, in 1989, and the PhD degree in computer science from the “Politecnico di Milano”, Italy, in 1995. He is currently a full professor of computer science at the “Universitat Politècnica de València”, Spain in the Department of Computer Engineering. His research activity is related to mobile wireless data systems design, modelling, and implementation, particularly oriented to Intelligent Transport Systems and Smart Cities. He published more than 300 scientific papers, 80 of them in international journals with impact; his H-index is 30 according to Google Scholar. He has been actively involved in the organization or in the technical committee of various scientific conference and journals. He collaborates with various international academic and industrial research centres. He is a member of the IEEE.

**Ombretta Gaggi** received the M.S. degree cum laude in Computer Science in December 1998 from University Ca' Foscari of Venice. In 2003, she received her PHD in Computer Science from the Consortium of Universities of Bologna, Padova and Venice. From April 2003 to March 2006 she was a Post-doc fellow at the Department of Computer Science of Ca' Foscari University in Venice.

Ombretta Gaggi is currently a Assistant Professor at the University of Padova. Her researcher interests include serious games, multimedia document and application design, web technologies and cross-platform development of mobile applications.

She is serving as reviewer and program committee member in international conferences.

## **Editorial Board**

**Antonella Molinaro** (University Mediterranea of Reggio Calabria, Italy)

**Atta Quddus** (University of Surrey, UK)

**Carla-Fabiana Chiasserini** (Politecnico di Torino, Italy)

**Joachim Sachs** (Ericsson, Sweden)

**Kan Zheng** (BUPT, China)

**Liljana Gavrilovska** (University Sts. Cyril and Methodius, Macedonia)

**Maria Rita Palattella** (University of Luxembourg, Luxembourg)

**Rose Qingyang Hu** (Utah State University, USA)

**Thomas Watteyne** (INRIA, France; Linear Technologies, USA)

**Xavi Vilajosana** (UOC, Spain; Worldsensing, Spain)