

Uu

U-City: see *Ubiquitous City*

U-Health: a ubiquitous computing service, which delivers intelligent and autonomous services based on context-awareness. With the development of sensor technology, u-health service is focusing on monitoring the conditions of client's health in real time. (Hwang, 2009a)

U-Japan Policy: a policy aimed at achieving a ubiquitous network society in which anything and anyone could easily access networks and freely transmit information from anywhere at any time by 2010 in Japan (Ishii, 2008)

U-Learning: see *Ubiquitous Learning*

U.S. Department of Census: the branch of the federal government that gathers population statistics, and which shares some data with the Bureau of Labor Statistics (Carter, 2012)

U.S. Department of Labor: the branch of the federal government that oversees workforce issues, and which includes the Bureau of Labor Statistics (Carter, 2012)

U.S. Healthcare Industry: the U.S. healthcare system is comprised of for profit, not for

profit, and governmental healthcare organizations and systems (Keogh Hoss & Steenhuis, 2008)

U.S. Internet Cleavages: the people who do and do not use the Internet, and can be based on a number of socioeconomic and psychological factors (Schmeida & McNeal, 2009)

UASB Reactor: an anaerobic wastewater treatment process, forming a blanket of granular sludge that suspends in the reactor. The effluent wastewater flows upwards through the blanket and is biodegraded by an active anaerobic consortium, held under suspension. (Mullai et al., 2012)

Unmanned Autonomous Vehicle (UAV): a machine that can move through the terrain intelligently and autonomously without the need for any human intervention (Seah & Tan, 2008)

Ubicomp: see *Ubiquitous Computing*

Ubiquitous Advertising: the advertising that is anytime, anywhere, in any media, and adapted to users' context (Åkesson & Eriksson, 2010)

U

Ubiquitous City (U-City): a high-tech future city built on ubiquitous infrastructures, technologies, and services to improve life quality and raise city value by systemizing administrative functions and processes of the city (Han, Lee, & Sawng, 2009)

Ubiquitous Commerce (U-Commerce): the ultimate form of e-commerce and m-commerce in an “anytime, anywhere” fashion. It involves the use of ubiquitous networks to support personalized and uninterrupted communications and transactions at a level of value that far exceeds traditional commerce. It is the combination of electronic, wireless/mobile, television, voice, and silent commerce. (Luo & Akkaladevi, 2009a); Powell, 2009)

Ubiquitous Computing (UbiComp or UC): a computing environment that includes the different types of computers and mobile devices whose functions are integrated into everyday life. This concept was introduced in the late 1980s and has been developed under various names such as pervasive computing and ambient intelligence. The basic idea is to make computers autonomous agents that take on our goals. (Tomašević, Pantelic, & Bojanic, 2009a; Hwang, 2009)

Ubiquitous Embedded Computer Systems: the consumer electronics and the power of internet (Rao, 2009b)

Ubiquitous Healthcare: the healthcare to anyone, anytime, and anywhere by removing location, time, and other restraints while increasing both the coverage and quality of healthcare (Lee & Shim, 2009)

Ubiquitous Home: a smart home built by NICT (National Institute of Information and Communications Technology), a Japanese

research institute. Ubiquitous Home is located inside the building of NICT and perfectly emulates a residential apartment. Ubiquitous Home is equipped with various types of sensors, network infrastructures, and networked appliances. Real-life experiments were conducted and part of the collected data is open to be shared for an academic purpose. (Yamazaki, 2011)

Ubiquitous Information Management (UIM): a communication concept, which is free from temporal and, in general, from spatial constraints (Hanke & Neumann, 2009)

Ubiquitous Learning: a type of learning that utilizes the capabilities of mobile and wireless technologies to support seamless and connected learning (So, Bonk, & Wisher, 2009)

Ubiquitous Media Environment: a future media environment supporting device independent, anytime, anywhere publishing (Åkesson & Eriksson, 2010)

Ubiquitous Networked Software: the software in almost all consumer products, with data networking connecting it all (Barker, Matsumoto, & Inoue, 2010)

Ubiquitous Sensing: to collect necessary data through sensors attached or embedded in the environment ubiquitously. Although the variation of sensors differs from the targeted service or application, examples are cameras or microphones that may be used for purposes of surveillance and log recording. (Yamazaki, 2011)

Ubiquitous Service Discovery: an approach that enables the discovery of services in ubiquitous environments in which the network itself grows out of the applications and services the users want (Raza et al., 2012)

21 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage:

www.igi-global.com/chapter/uu/76430

Related Content

Application of Evolutionary Algorithms for Humanoid Robot Motion Planning

G. Capiand K. Mitobe (2010). *Journal of Information Technology Research* (pp. 21-33).

www.irma-international.org/article/application-evolutionary-algorithms-humanoid-robot/49143

Information Systems Strategy Formation Embedded into a Continuous Organizational Learning Process

Timo Auerand Tapio Reponen (1997). *Information Resources Management Journal* (pp. 32-43).

www.irma-international.org/article/information-systems-strategy-formation-embedded/51035

CRM Systems in German Hospitals: Illustrations of Issues & Trends

Mahesh S. Raisinghani, E-Lin Tan, Jose Antonio Untama, Heidi Weiershaus, Thomas Levermannand Natalie Verdeflor (2005). *Journal of Cases on Information Technology* (pp. 1-26).

www.irma-international.org/article/crm-systems-german-hospitals/3159

A Hidden Markov Model Combined With Markov Games for Intrusion Detection in Cloud

Priti Narwal, Deepak Kumarand Shailendra N. Singh (2019). *Journal of Cases on Information Technology* (pp. 14-26).

www.irma-international.org/article/a-hidden-markov-model-combined-with-markov-games-for-intrusion-detection-in-cloud/234406

Teaching and Learning Physics with Smartphones

M. Á. González, Manuel Á. González, M. Esther Martín, César Llamas, Óscar Martínez, Jesús Vegas, Mar Herguedasand Carmen Hernández (2015). *Journal of Cases on Information Technology* (pp. 31-50).

www.irma-international.org/article/teaching-and-learning-physics-with-smartphones/128986