Android Projects

Internet-of-Things Technologies

1. EPLQ: Efficient Privacy-Preserving Location-based Query over Outsourced Encrypted Data
2. A Cloud-Based Smart-Parking System Based on Internet-of-Things Technologies

Secure Computing

1. One-Round Privacy-Preserving Meeting Location Determination for Smartphone Applications
2. PassBYOP: Bring Your Own Picture for Securing Graphical Passwords
3. Authentication of Smartphone Users Using Behavioral Biometrics
4. An Exploration of Geographic Authentication Schemes
5. A Shoulder Surfing Resistant Graphical Authentication System

TRANSACTIONS ON NETWORKING

1. STAMP: Enabling Privacy-Preserving Location Proofs for Mobile Users

Transactions on Mobile Computing

1. Privacy-Preserving Spatiotemporal Matching for Secure Device-to-Device Communications
2. SecureRun: Cheat-Proof and PrivateSummaries for Location-Based Activities
3. Context Awareness Location-based Android Application for Tracking Purposes in Assisted Living
4. HMOG: New Behavioral Biometric Features for Continuous Authentication of Smartphone Users
5. Enabling privacy preserving location proof for mobile users.
6. Optimizing User Experience in Choosing Android Applications
7. (Ask-a-Doctor) Mobile cloud support for semantic enriched speech recognition in social care
8. Performance Analysis of Touch-Interaction Behavior for Active Smartphone Authentication
9. FoodForCare: An Android Application for Self-Care with Healthy Food
10. The sleepy bird catches more worms: revisiting energy efficient neighbor discovery
11. Silence is Golden: Enhancing Privacy of Location-Based Services
12. WORAL: A Witness Oriented Secure Location Provenance Framework for Mobile Devices
13. KISS: Knowing Camera Prototype System for Recognizing and Annotating Places-of-Interest
14. ShakeUnlock: Securely Transfer Authentication States Between Mobile Devices
15. Understanding Smartphone Sensor and App Data for Enhancing the Security of Secret Questions
16. SBVLC: Secure Barcode-based Visible Light Communication for Smartphones

Transactions on Services Computing

1. Developing Apps for visually impaired people: Lessons learned from social network
2. MobiGoal: Flexible Achievement of Personal Goals for Mobile Users
3. Service Rating Prediction by Exploring Social Mobile Users Geographical Locations
4. Read2Me: A Cloud-based Reading Aid for the Visually Impaired
5. Designing a Secure Exam Management System (SEMS) for M-Learning Environments
6. Privacy-Preserving Location Sharing Services for Social Networks

Speech Recognition

1. Intelligent Hands Free Speech based SMS System on Android