

- 1 **SRAG: A Priority-Based Rate Adaptation Scheme Using Game Theory for Vehicular Networks**  
Jian-Cheng Ye ; Mounir Hamdi  
Rate adaptation ; Game theory ; Vehicular network ; Priority ; Stackelberg game
- 2 **A Confidence Ranked Co-Occurrence Approach for Accurate Object Recognition in Highly Complex Scenes**  
Pelin Angin ; Bharat Bhargava  
Computer vision ; Object recognition ; Co-occurrence ; Confidence ; Real-Time
- 3 **Energy-Efficient Ant-Colony-Based Routing Algorithm for the MANETs**  
Fong-Hao Liu ; Hsiang-Fu Lo ; Sheng Chieh Juan ; Wei-Tsong Lee ; Jen-Chi Liao  
Swarm intelligence ; Ant colony optimization ; Adaptive routing ; Power-Aware routing
- 4 **SIP VoIP Deployment over Hospitality Networks**  
Khaled H. Salah ; Jamil M. Hamodi ; Zubair A. Baig ; Fahd. Al-Haidari  
SIP ; VoIP ; Network design ; OPNET simulation
- 5 **RankCloud: A Cloud-Based Webometrics Ranking System**  
Ssu-An Lo ; Chiun-Chieh Hsu ; Shu-Ming Hsieh ; Wei-Ming Chen  
Web mining ; Cloud computing ; Website optimization ; Search engine ; Webometrics
- 6 **Hybrid-Context-Aware Web Service Selection Approach**  
Long-Chang Zhang ; Chu Qing  
Context-aware ; Web service ; Service selection ; Quality of Service (QoS) ; Ubiquitous network
- 7 **A Reachable and Fault Tolerant Scheme for Broadcast in Ad-Hoc Wireless Networks**  
Fan Wu ; Hsiao-Hui Li ; Yao-Tien Wang ; Ming-Lun Tsai  
Self-pruning ; Fault tolerance ; Broadcasting storm ; Minimum connected dominated set ; Ad hoc network
- 8 **Intra Prediction Block Size Estimation Algorithm in H.264/AVC Encoder for Mobile Smart Devices Using in Wireless Networks**  
Ji-Dong Zhao ; Xin-Gang Liu  
Intra prediction ; Block size ; H.264/AVC ; Wireless network ; Mobile device
- 9 **A Study of Elementary School Teachers' Intercommunication on the Asynchronous Discussion Net Environment**  
Yen-Ting Chen ; Juei-Hsin Wang  
Asynchronous ; Teaching case ; Communication Pattern
- 10 **Application of Reinforcement Learning System to Interactive Digital Art**  
Ok-Hue Cho ; Won-Hyung Lee  
Game ; Digital art ; Interactive art ; Artificial Intelligence ; Reinforcement learning system