Most available literature on IT consumerization focuses on current practices. Exploring the driving forces behind consumerization is essential, however, if IT organizations are to make sense of the current dynamics of transformation and disruption and formulate effective strategies in response.

This survey presents the pitfalls of security protection in online social networks and identifies common attack methods. A harmless proof-of-concept malware app demonstrates the vulnerability of online social networks and the significance of the user’s mentality.

Devices for stereoscopic vision are mostly used for entertainment. The prototype device presented here for 3D-video-supported interactive control is based on consumer devices and open source software, paving the way for low-cost general-purpose systems for remote operation, education, training, and surveillance.

This survey of current job search and recruitment tools focuses on applying a computer-based approach to job matchmaking. The authors present a semantic-based software platform developed in the framework of a European project on lifelong learning, highlighting future research directions.
Cinema Cloud: An Enabling Technology for the Movie Industry

Wai-Ming To, Linda S.L. Lai, David W.K. Chung, and Andy W.L. Chung

With the promise of high definition and advanced special effects, movie theaters worldwide have evolved from traditional film projection to digital cinema projection. The Cyberport Digital Cinema Cloud helps facilitate the development of digital entertainment in Hong Kong.

Deploying a Maritime Cloud

Kleanthis Dellios and Dimitrios Papanikas

The authors offer a roadmap for building a Maritime Cloud, offering virtual platforms, tools, and data for the maritime domain. They describe the proposed architecture and delivery models, evaluate advantages and challenges, and suggest future research directions.

On the Web: computer.org/itpro

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