Session 1: Keynote

**Participatory Urban Sensing: Challenges and Opportunities**
Sajal K. Das (Missouri University of Science and Technology, USA)
pg. 61

Session 2: Collecting and Analyzing Crowdsensed Data

**On Efficient Meta-Data Collection for Crowdsensing**
Luke Dickens (Imperial College London, United Kingdom); Emil Lupu (Imperial College, United Kingdom)
pp. 62-67

**The Effectiveness of Centralised Management for Reducing Wasted Effort in Participatory Sensing**
Mattias Linnap (University of Cambridge, United Kingdom); Andrew Rice (University of Cambridge, United Kingdom)
pp. 68-73

**Multitiered Inference Management Architecture for Participatory Sensing**
Stephen Pipes (IBM UK Ltd, United Kingdom); Supriyo Chakraborty (University of California at Los Angeles, USA)
pp. 74-79

Session 3: Supporting Creation of and Contributions to Crowdsensing Applications

**EasyHarvest: Supporting the Deployment and Management of Sensing Applications on Smartphones**
Manos Katsomallas (University of Thessaly, Greece); Spyros Lalis (University of Thessaly, Greece)
pp. 80-85

**CrowdOut: a Mobile Crowdsourcing Service for Road Safety in Digital Cities**
Elian Aubry (Université de Lorraine, France); Thomas Silverston (Université de Lorraine & LORIA, France); Abdelkader Lahmadi (LORIA, France); Olivier Festor (INRIA Nancy - Grand Est, France)
pp. 86-91

**SPREAD, a Crowd Sensing Incentive Mechanism to Acquire Better Representative Samples**
Luis G Jaimes (University of South Florida, USA); Idalides Vergara-Laurens (University of South Florida, USA); Alireza Chakeri (University of South Florida, USA)
pp. 92-97

**Gamification-Based Incentive Mechanism for Participatory Sensing**
Yoshitaka Ueyama (Nara Institute of Science and Technology, Japan); Morihiko Tamai (Nara Institute of Science and Technology, Japan); Yutaka Arakawa (Nara Institute of Science and Technology & NAIST, Japan); Keiichi Yasumoto (Nara Institute of Science and Technology, Japan)
pp. 98-103

Session 4: Panel: Crowdsensing: A Silver Bullet or a Naked Gun?