Preface

The Semantic Ambient Media Experience (SAME) workshop series attracts researchers and practitioners in the field of ubiquitous and pervasive computation to discuss and shape ambient media. Therefore, SAME workshop series becomes a perfect environment to meet creative thinkers for envisioning and creating the future of ambient media in team working. Since sustainability and sustainable urban environments are one of the current goals of different relevant agendas and initiatives, SAME 2013 has as a special challenge how ubiquitous and pervasive computation can be utilized to create sustainable communities – *sustainable cities, sustainable community, sustainable energy, sustainable culture –.*

This year, SAME received 10 submissions contributions, where 8 papers were accepted and published after a thorough double-blind review process. We would like to thank all the contributors, as only with their enthusiasm the workshop can become a success. Also, we would like to especially express our gratitude to our programme committee for helping in conducting the review process of the submissions – namely: Radu-Daniel Vatavu, Richard Chbeir, Zhiwen Yu, Shu-Ching Chen, M. Anwar Hossain, Moyen Mustaquim, Heiko Schuldt, Guillermo Talavera, Pablo Cesar, Sofia Tsekeridou, Mark Billinghurst, and Stephen Gilroy. Finally, we would like to thank the organizing team of C&T 2013 for its help in the organizational aspects of the workshop.

The success of SAME has led to celebrate it 5 consecutive years. The first SAME took place in 2008 in conjunction with ACM Multimedia 2008 in Vancouver, Canada; in 2009 in conjunction with AmI 2009 in Salzburg, Austria; in 2010 in conjunction with AmI 2010 in Malaga, Spain; in 2011 in conjunction with C&T 2011 in Brisbane, Australia; in 2012 in conjunction with Pervasive 2012 in Newcastle, UK; and this year's edition in conjunction with C&T 2013 in Munich, Germany.

In addition, the SAME workshop series led to the establishment of the Ambient Media Association (AMEA), where several workshop results and outcomes can be found online (www.ambientmediaassociation). In previous years, the workshop resulted in three special issues published by Springer-Verlag, Multimedia Tools and Appications.

In these proceedings, the workshop organizers present you 8 fascinating papers that investigate very interesting and innovative challenges with the focus on smart technologies, policies, and projects devoted to the issue of sustainable communities to create a better living experience.

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