





ŒBIT 2013





HANNOVER

5-9 MARCH 2013

CeBIT pro

Business IT (Halls 2-6, 12)

- · Business Transformation
- Cloud Services
- · IT-Services/Managed Services/Outsourcing
- · Enterprise Applications
- · Enterprise Resource Planning (ERP)
- Customer Relationship Management (CRM)
- · Intralogistics Software Solutions
- Business Intelligence (BI), Business Analytics
- Business Process Management (BPM)
- · Enterprise Content Management (ECM)
- · Human Resource Management (HR)
- · AutoID/RFID
- · Logistics Software Solutions
- · Point of Sale (POS)
- · Embedded Software & Systems
- · Open Source Solutions
- · Mobile Business Solutions
- · Software & System Management
- Mailing & Office Solutions
- · Output Management/Input Management
- · Business Storage & Server Technologies
- · Virtualization
- Cloud Computing

Webciety - Internet Solutions (Hall 6)

- · eCommerce
- · Digital Marketing
- · Web Content Management
- Social Media/Social Business
- Mobile Services & Apps
- · Web Hosting & Cloud Services

Security World (Hall 12)

- Anti-Spam & Anti-Virus Solutions
- · Biometrics
- · Card Technology
- · Cloud Security
- Managed Security Services
- · Network Security
- · Video Surveillance
- · Mobile Security
- · IT-/IP-based Security
- · Banking & Finance

Professional & Public Infrastructure (Hall 11)

- Next Generation Networks (NGN)
- · Network Components
- · Data Center Technologies & Solutions
- · Telematics & Automotive
- · Intelligent Transport Systems
- · M2M -
- Machine-to-Machine Communication
- · Smart Infrastructure
- **Urban Solutions**
- · Smart Home

Business Communications & Networks (Hall 13, P32–35, Open-air site)

- Broadband Technologies & Solutions
- Next Generation Networks (NGN)
- · IP Technologies/VoIP/SIP
- Network Components
- · Unified Communication
- · Wireless Communication
- · Mobile Solutions

Hardware & Multimedia Solutions (Halls 14–17)

- · Display Technologies
- · Computer, PC
- Notebooks
- Next level S3D (Hardware & Software, Applications)
- Signage
- · Cases, Coolers, Power Supplies
- · Components
- · Graphics & Sound
- Peripherals
- Mobile & Personal Storage
- · Mobile Phone Accessories
- · Accessories & Bags
- · Visual & Audio Technologies, Imaging
- · Consumer Electronics
- · Mobile Devices
- · Tablets
- · Smartphones
- Netbooks
- · Portable Gadgets

Planet Reseller (Hall 14/15)

- · Component and specialty distributors
- Systems houses, integration and service providers
- · Purchasing co-ops
- · Value Added Retailers
- · Broadliner
- Manufacturers

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Public Sector Parc (Hall 7)

- Broadband
- Business Intelligence
- · Cloud Computing
- · D115
- De-Mail
- Document Management/ Process Support/Archiving
- · eGovernment 2.0
- eHealth
- eParticipation/eInclusion
- · eTendering/
- Cross-platform Tendering
- Financial Management
- Geo-information Systems
- Healthcare Management
- · Healthcare Sector
- IT Security/Cyber Defence/ Public Key Infrastructure
- IT Management/IT Controlling
- Public Safety and Internal Security
- Open Data/Open Government
- · Outsourcing
- · Personnel Management
- · Shared Service Centers
- Social Media
- · Telemedicine
- · Web 2.0

CeBIT lab

Research & Visions (Hall 9)

- Universities, Technology Institutes
- · Corporate Research
- · Applied Research
- · Basic Research
- · Global Hightech Cluster
- · Elite Universities, Top Institutes

New Technologies & Ventures (Hall 9)

- · Start-up/Spin-off
- · Law, Standardization, Regulation
- · Venture Capital & Private Equity
- · Investment & Funding
- · Future Internet
- · Internet of Things/of Services
- · Industry 4.0
- · Semantic Web
- · Open Cloud Technologies
- 3D Technologies
- · Robotics Humanoids, Game- and Servicerobots
- Urban Visions
- · Life in Danger/Disaster Management
- · Assisted Living
- · Efficiency/Green ICT Technologies

Innovation & Skill Management (Hall 9)

- Education
- · eLearning
- · Innovation Sourcing

CeBIT life

Solutions for the Digital Lifestyle (Halls 17, 18, 23)

Health & Sustainability

- · Wearable Technologies
- · Apps for Health & Wellbeing
- · Sport Technologies
- Ambient Assisted Living

Entertainment

- · Connected Media & Crossmedia Apps
- · Smart TV
- · Mobile Entertainment
- Infotainment

Development & Design

- · Platforms & Operating Systems
- App Development
- · Open Innovation
- · User Experience

Mobile Life & Apps

- · Apps & Stores
- · Mobility Concepts
- · Connected Cars
- Mobile & Smart Devices
 In Car Entertainment

Games (Halls 18, 23)

- · Browser/Online/Mobile Games
- · Games Hardware & Components
- · Games Engines & Development



Central Polish Pavilion (Hall 6) Polish joint pavilions

(Halls 4, 7, 9, 11, 14/15, 18)

CeBIT Global Conferences (CC, Room 2)

Jobs & Recruiting (Hall 9)

TectoYou (P11 A+B)
Code n13 (Hall 16)

intel® Extreme Masters (Hall 23)

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