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This book contains the papers from the 16th International Conference on Computing in Civil and Building Engineering (ICCCBE 2016), held July 6 – 8, 2016, at Osaka International Convention Center (Grand Cube Osaka), Osaka, Japan. The papers represent the advances, innovations, future challenges, best practices, and various information in the field of computing in civil and building engineering. This book will be of particular interest to researchers, graduate students, engineers in Architecture, Engineering & Construction (AEC), and people in Information and Communication Industry (ICT) industry.

The conference theme of ICCCBE2016 is applications of ICT to Civil, Building, and Environmental Engineering. It has a very wide spectrum of the research field, which includes the following topics: analysis, simulations, and sensing, Building Information Modeling (BIM), Civil (Construction) Information Modeling, urban planning and architecture, laser scanning and photogrammetry, visualization and Virtual Reality/Augmented Reality (VR/AR), automation and robotics for construction, asset management, facility management, big data, data mining, and machine learning, education, and others.



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