

ISM 2018

The 20th IEEE International Symposium on Multimedia
Taichung, Taiwan • December 10-12, 2018

co-located with IEEE AIVR 2018

CALL FOR PAPERS

The 20th IEEE International Symposium on Multimedia (ISM2018) is an international forum for researchers to exchange information regarding advances in the state of the art and practice of multimedia computing, as well as to identify the emerging research topics and define the future of multimedia computing. The technical program of ISM2018 will consist of invited talks, paper presentations, and panel discussions. Submissions are solicited for full papers, short papers, industry papers, workshop papers, technical demos, and panels. Areas of interest include (but are not limited to):

Multimedia Content Understanding, Modeling, Management, and Retrieval

- Multimedia meta-modeling techniques
- Multimedia storage systems, databases, and retrieval
- Multimedia data segmentation
- Image, audio, video, genre clustering & classification
- Video summarization and story generation
- Speaker identification, recognition, and location
- Object, event, emotion, text detection and recognition
- Mosaic, video panorama and background generation
- Multimedia semantics, ontologies, annotation, concept detection and learning
- Personalization and user preferences
- 3D and depth information
- Viewer perception, emotion analysis and visual attention
- Multimedia datasets and open source code for research
- Multimedia recommender systems
- Fake multimedia detection

Multimedia Interfaces

- Multimedia information visualization and interactive systems
- Multimodal user interfaces: design, engineering, modality-abstractions, etc.
- Multimedia tools for authoring, analyzing, editing, browsing, navigation
- Intelligent agents for multimedia content creation, distribution, analysis
- Novel interfaces for multimedia: touch, tangible, wearable, virtual, 3D, etc.
- Multimedia user interfaces for mobile devices

Multimedia Coding, Processing, and Quality Measurement

- Multimedia signal processing including audio, video, image processing, and coding
- Multimedia Coding Standards
- Scalable and Multi-view coding
- Multi-resolution or super-resolution algorithms
- Maintenance of perceptual quality with further compression
- Developing novel quality measures

Multimedia Communications and Streaming

- Multimedia networking and QoS
- Mobile audio/video streaming
- Wireless broadcasting and streaming
- Scalable streaming
- Peer-to-peer multimedia systems and streaming
- Multimedia sensor networks
- Internet telephony technologies and systems
- Video teleconferencing

Multimedia Systems and Architectures

- Mobile multimedia systems and services
- Pervasive and interactive multimedia systems including mobile systems, pervasive gaming, and digital TV
- Multimedia in the Cloud
- GPU-based architectures and systems
- Software development using multimedia techniques

Multimedia Security

- Multimedia security including digital watermark and encryption
- Copyright issues for multimedia data
- Multimedia for surveillance and monitoring
- Face detection and recognition algorithms
- Human behavior analysis
- Multimedia forensics

Multimedia Applications

- Multimedia in transportation applications
- 3D multimedia: graphics, displays, sound, broadcasting, interfaces
- Multimedia composition and production: capture, authoring, digital art, animations
- Multimedia gaming
- Virtual and augmented reality
- Applications for mobile systems
- Multimedia in social network analysis
- Rich media enabled E-commerce and E-shopping
- Multimedia systems for handicapped
- Analyzing multimedia data for bioinformatics

SUBMISSIONS

Authors are invited to submit Regular Papers (8 pages), Short Papers (4 pages), Demonstration Papers and Posters (2 pages), and Workshop Proposals as well as Industry Track Papers (4 pages) which will be included in the proceedings. A main goal of this program is to present research work that exposes the academic and research communities to challenges and issues important for the industry. The Conference Proceedings will be published by IEEE Computer Society Press. For more information, please visit <http://www.ieee-ism.org> or contact us at hwhsiao@asia.edu.tw.

IMPORTANT DATES

Workshop proposal submission deadline	July 20, 2018
Paper submission deadline	July 20, 2018
Paper acceptance notification	September 28, 2018
Workshop submission deadline	October 12, 2018
Camera ready and registration deadline	October 31, 2018
Conference	December 10-12, 2018



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