

Important Dates

Workshop Proposals:
April 18th, 2014

Workshop Notification:
May 2nd, 2014

Panel Proposals:
June 18th, 2014

Panel Notification:
August 22nd, 2014

Regular, Short & Poster
Paper Submission:

Aug 8th, 2014 PST (Extended)

Demo & Industry Paper
Submission:

Aug 8th, 2014 PST (Extended)

Paper Notification:

September 10th, 2014

Camera-ready Paper

Submission:

September 26th, 2014

Symposium:

December 10th-12th, 2014

The IEEE International Symposium on Multimedia (ISM2014) 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 ISM2014 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.

Please refer to the conference website for further information: <http://ism2014.asia.edu.tw/>

SUBMISSIONS

Authors are invited to submit Regular Papers (8-page technical paper), Short Papers (4-page technical paper), Demonstration Papers and Posters (2 page technical paper), PhD Workshop Papers (2 pages), and Workshop Proposals as well as Industry Track Papers (4-page technical paper) 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. More information is available on the ISM2014 web page. The Conference Proceedings will be published by IEEE Computer Society Press. Distinguished quality papers presented at the conference will be selected for publication in internationally renowned journals.

AREAS OF INTEREST INCLUDE (but are not limited to):

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 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 Interfaces

- Multimedia information visualization and interactive systems
- Multimodal user interfaces: design, engineering, modality-abstractions, etc.
- Multimedia tools for authoring, analyzing, editing, browsing, and navigation
- Intelligent agents for multimedia content creation, distribution, and 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 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
- Trust and privacy issues in multimedia systems

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

Multimedia Applications

- Multimedia big data
- 3D multimedia: graphics, displays, sound, broadcasting, interfaces
- Multimedia composition and production: capture, authoring, digital art, animations, etc.
- Multimedia gaming
- Virtual and augmented reality
- Multimedia interfaces for the Web
- Multimedia in social network analysis
- Rich media enabled E-commerce and E-shopping
- Multimedia systems for handicapped
- Multimedia Applications: Bioinformatics, Robotics, Transportation systems, Mobile systems, Wild-life monitoring and analysis, Collaborative systems, etc.