

## ISM 2016 Industry Program Call for Papers

### Program Goals and Format:

The goals of the ISM 2016 Industry Program are to foster information exchanges between practitioners and academic researchers, to promote novel solutions to today's challenges in the area of multimedia computing and applications, to provide practitioners in the field an early opportunity to evaluate leading-edge research, and to identify new issues and directions for future research and development efforts. Similar to regular papers, the papers in the industry session will undergo a review process and will appear in the conference proceedings. However, the selection criteria for industry papers are slightly different. In particular, papers should describe technologies, methodologies, applications, prototypes or experiences of clear industry relevance. A main goal of this session is to present research that exposes the community to challenges and issues important to industry. Therefore, papers in this session will be mainly evaluated based on their novelty and applicability of their insights from industrial solutions, instead of the originality of their algorithmic content.

### Topics of Interest:

Topics of particular interest include but are not limited to those identified in the conference CFP, as well as those listed below:

#### Technologies

- Development of novel multimedia systems, architectures, and protocol standards
- Benchmarking and performance evaluation of multimedia systems methodologies
- Internet-of-Things systems and architectures
- Smart technologies and systems (Smart City, Smart Home, Smart Car, etc.)
- Mobile multimedia systems and services
- Employment of multimedia tools and technologies
- Employment of multimedia systems
- Innovative solutions for performance optimization

#### Methodologies

- Multimedia networking and peer-to-peer multimedia systems
- Pervasive and interactive multimedia systems
- Multimedia content analysis, indexing and retrieval systems
- Deep learning systems for multimedia applications
- Visualization and virtual reality
- Multimedia security including digital watermark and encryption applications

#### Applications

- Modeling issues and case studies of multimedia computing
- Game and entertainment applications
- Biometrics and biomedical applications
- e-Commerce and other applications
- Analysis of industry-specific trends and challenges
- Benchmarking models

- Remote collaboration systems
- Multimedia systems for distributed education

**Important Dates:**

July 15, 2016: Submission of papers

Sept. 5, 2016: Notification of acceptance

Oct. 7, 2016: Camera-Ready copy of accepted papers due

**Industry Paper Submission:**

Industry papers should be submitted via the same ISM 2016 online paper submission system. For easy identification, all industrial papers should have as their title " Industry Track: rest of title." Authors should submit a 4-page manuscript in double-column IEEE format including authors' names and affiliations, and a short abstract electronically, following the submission guidelines available on the ISM 2016 web page. All industry papers will be peer-reviewed and published in the conference proceedings if accepted. Submissions must not be published or submitted to another conference.

**Industry Program Co-Chairs:**

Matthew Cooper, FX Palo Alto Laboratory, Inc., USA

Alexander Loui, Kodak Alaris Inc., USA

Haohong Wang, TCL Research America, USA