

IEEE International Symposium on Multimedia 2016: Call for Demonstrations
San Jose, California, USA
December 11-13, 2016

The IEEE ISM 2016 organizing committee invites proposals for technical demonstrations and posters to be presented in conjunction with the symposium. Technical Demonstrations will show leading edge work in any area of multimedia technology and its applications. Demonstrations offer the opportunity to present and receive feedback on live working systems, in an informal setting. In addition, the authors may also provide posters for their demonstrations.

Topics

Submissions are particularly encouraged in the following areas, but not limited to:

- Semantics, Modeling, Indexing, and Retrieval: deep learning, indexing, retrieval, semantics, ontologies, fuzzy methods, segmentation, animation, summarization, recognition (object, event, emotion, text), tracking, video panorama (mosaics, background), clustering, classification, multi-sensor environments, content management, speaker identification & recognition, personalization, building archives
- Interfaces: Visualization, interactivity, human body tracking, multi-modal interfaces, authoring, composition, browsing, sharing, web, input devices (touch, tangible, wearable, 3D, virtual, etc.)
- Streaming: Screencast, P2P, HD, wireless, mobile, scalable, video, audio, animation, digital TV
- Communication Systems: NFC (near field communication), live global streaming (livestream, YouTube/live), internet telephony, video conferencing, social networks (Periscope, Snapchat, YouTube, Flickr, Twitter, Facebook, Google+, etc.), ethics of multimedia sharing
- Systems and Architectures: Mobile, pervasive, interactive, GPU-based, software, storage (Cloud)
- Coding: Processing Audio/Video/Image/Animation/Graphics/Terrain data, compression, performance, quality improvement, multi-resolution, sprite, scalable, multi-view, rendering, synthesis
- Security & Surveillance: Digital watermarks, encryption, surveillance, face detection & recognition, human behavior analysis, target (object) detection & tracking, forensics, steganography, captchas, copyright, wild-life monitoring
- Simulations: Networks, algorithms, synchronization
- Applications: Multimedia recommender systems, Mobile apps (iOS, Android, Windows8, etc.), screencast, Multimedia big data, collaborative, apps for handicapped (e.g., sign language, navigation assistance), e-commerce, advertising, education (e-learning, distance education, e-book)
- 3D: Capture, Reconstruction, Graphics, Coding, Display, Broadcasting, Interfaces
- Gaming & Virtual World: Gaming, digital art, animations, motion capture, gaming, virtual and augmented reality
- Science & Engineering: Bioinformatics, Robotics, Atmospheric Science, Space science, Control systems, Transportation Systems

Submission and Presentation

The written and spoken language of ISM 2016 is English. For technical demonstrations, authors should submit:

- A 2-page manuscript in double-column IEEE format including the authors' names and affiliations,
- A short abstract electronically, following the submission guidelines available on the ISM2016 web page.

Moreover, submission of a presentation/video, which can be a Microsoft PowerPoint presentation, HTML5 document, or an H.265/VP9/MPEG/WMV video clip, not more than five minutes long is encouraged. Please create a single zip archive of all files, and upload it to the paper submission system. Only electronic submissions will be accepted.

All technical demonstration papers should be in Adobe portable document format (PDF). The Conference Proceedings will be published by the IEEE Computer Society Press and be available for online access via IEEEExplore. All submissions will be peer-reviewed to ensure quality. Demonstrators will be provided with space and access to a local network, however, demos should not rely on Internet access. The participants will be required to provide their own computing equipment and any additional network, display, or other specific hardware needed for the demonstration.

Important Dates

Demo Proposal Submission: September 9, 2016

Demo Notification: September 30, 2016

2016 IEEE ISM Demo Co-chairs

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