**Call for Papers on ICCMIT 2015:**

**“Multimedia Networks: Future Perspectives”**

**Organized by:**

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**Objective and Motivation**

As traditional circuit-switched telecommunications networks have retreated to the network core, there has occurred an ongoing shift to packet-switching, which is data-centric and IP-based, enabling networked multimedia applications. These in turn impact on computing and network infrastructures, including mobile and domestic access networks. Multimedia content providers in the news, television, and entertainment industries are creating their own streaming infrastructures for live and on-demand delivery. Telemedicine and remote learning are examples of non-commercial activities; remote surveillance and video sensor networks are examples of multimedia networks applied to the emergency services.

The conference session emphasizes *Future Perspectives* because the pace of technological change continues to be frenetic, as is the uptake of unforeseen applications, as social networks once were. Continuing challenges need to be addressed in energy conservation; maintenance of the multimedia Quality of Experience; adaptation to 5G technologies and the migration to the cloud; and the emergence of multimedia Big Data. *“Multimedia Networks: Future Perspectives”* welcomes theoretical and/or empirical papers from all areas of research in respect to: emerging hard network technologies such as vehicular or body area networks (VANETs and BANs); and to soft technologies such as compression, error control, indexing and searching of multimedia, and selective encryption.

**Scope and Interests**

Despite or because of the advances in the physical structure of multimedia networks that are occurring from optical core networks for digital cinema and super high resolution TV through to 60-GHz wireless multimedia kiosks, there are many challenges/issues, some of which have been outlined above and others of which will not have been anticipated by this Session’s organizers. Papers are requested from, but are by no means limited to, the following topics:

* Quality-of-Experience and Quality-of-Service of multimedia delivery
* Multimedia Big Data, e.g. compression/storage, secure transport, remote indexing and searching.
* Green multimedia networking e.g. power-aware communication over Internet of Things
* Emerging technologies and their implications for multimedia, e.g. 5G devices, unmanned airborne vehicles
* Mobile networks, e.g. reducing jitter and latency, error resilience, and concealment, scalability
* Audio- and/or video- sensor networks for environmental monitoring, crisis response, and surveillance
* Emerging modalities: the network implications, e.g. 3D/multiview, enhanced color gamut and binaural sound for TV
* Cloud networks for multimedia applications, e.g. transcoding and filtering
* Network organization, e.g. peer-to-peer streaming, all-IP convergence, Passive Optical Networks (PONs)
* Multimedia signal processing, e.g. source coding (compression), channel coding (FEC), and digital rights management
* Multimedia over ad hoc networks, e.g. MANETs, VANETs, BANs, delay-tolerant network such as maritime access
* Applications of multimedia networking, e.g. interactive gaming, video conferencing, workgroup cooperation.

**Paper Submission Important Dates**

###### All instructions and templates for submission can be found in the ICCMIT 2015 web site: <http://www.iccmit.net/>. Please, contact the special session organizers by email if you are planning to submit any paper.

###### Paper submission: until February 28, 2015 Notification of acceptance: March 7, 2015Final paper submission and authors camera ready: March 15, 2015Conference Dates: April 20-22, 2015