

CALL FOR PAPERS

2nd IEEE International Workshop on Networking Issues in Multimedia Entertainment (NIME'06)

CCNC 2006 - Satellite Workshop
January 7-10, 2006, Las Vegas, Nevada, USA
Sponsored by the IEEE Communications Society

The growing availability of digital contents and the simultaneous cost reductions in storage, processing, and networking is driving the growth of the entertainment technology. While in the past entertainment technology traditionally offered predominantly passive experiences, continual advances in network and computer technologies are providing tools for implementing greater interactivity and for enabling consumers to enjoy more exciting experiences, such as, for example, interactive digital TV, interactive theatre and orchestrated music and sound design. This phenomenon is pulling together an extremely diverse group of experts specializing in different technical areas, such as networking, computer graphics, artificial intelligence, games, animation, multimedia design, human-computer interaction, educational media and software engineering. Even though high-tech entertainment promotes interdisciplinary fusion, yet only the ubiquity of wireless/wired communication is considered suitable for accepting the challenge of building a large interactive environment for the delivery of the maximum entertainment value to millions of consumers worldwide. In this respect, there is a great hope that the wired and wireless may take over this complex scenario for fulfilling the consumer expectations. The second IEEE International Workshop on Networking Issues in Multimedia Entertainment provides an open forum for researchers, engineers and academia to exchange the latest technical information and research findings on next-generation networked multimedia concepts, technologies, systems, and applications for entertainment covering existing deployments, current developments and future evolution. Authors are solicited to submit complete unpublished papers in the following, but not limited to, topic areas:

Technologies for Entertainment

- Architectures, Platforms and Protocols for Networked Games
- Internetworking, Vertical Roaming and Session Handoffs for Entertainment (Internet to WLAN, to 3G/BT/...)
- Home LANs, Body and Personal Area Networks for Entertainment
- Media and Device Adaptation
- Music and Movie Distribution
- Next Generation Wireless Technologies for Entertainment (IEEE802.11n, UWB and Beyond)
- Opportunistic Multi-hopping and Opportunistic Networks for Entertainment
- QoS and Security Support for Entertainment
- Resource and Service Discovery Technologies (P2P, LDAP, ...)
- Technologies for Networked In-Home/Car/Flight/Train Entertainment
- TV-Centric and Broadcast Networks for Entertainment

Entertainment Applications

- Agent-based Entertainment
- Augmented, Virtual and Mixed Reality
- Artificial Intelligence
- Evolutionary Entertainment
- Interactive Television and Theater
- Massive Multiplayer Games
- Mobile and Wireless Entertainment
- Networked Entertainment
- Networked Narrative and Digital Interactive Storytelling
- Networked Video, Music and Sound Design
- Pervasive Entertainment
- Personalized and User-Adapted Television
- Sport, News and Entertainment
- Virtual Technology and Virtual Environments for Entertainment
- Wearable Entertainment
- Wireless and Mobile Gaming
- Testbed and Performance Evaluation

Important Dates

August 10, 2005	Paper submission
September 23, 2005	Author Notification
October 7, 2005	Camera-ready Copy

Sponsoring Committee

IEEE ComSoc Multimedia Communications Technical Committee

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Giovanni Pau (UCLA, USA, gpau@cs.ucla.edu)

Abdenmour El-Rhalibi (Liverpool John Moores University, UK, A.ElRhalibi@livjm.ac.uk)

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Guidelines for Paper Submission

Original papers from the above mentioned topics or related areas will be considered. Each submitted paper will be fully refereed. Accepted papers will be published in the IEEE CCNC 2006 proceedings. The paper should be used as the basis for a 20minute presentation to be held at the Workshop. Submission guidelines should be strictly followed. Submit a five-page manuscript in double-column IEEE-type format by selecting the CCNC2006 NIME Workshop at the EDAS paper submission site following the author information provided below.

Author Information

Workshop authors **MUST** submit their papers through the EDAS web site <http://edas.info/Paper.cgi?c=4595> together with a short abstract (approximately 150 words) using the EDAS web site forms. Please note that authors must create their own accounts in the EDAS web site <http://edas.info/> before submitting paper(s) including authors' full names, affiliations and complete addresses, telephone numbers and electronic mail addresses. Papers may only be submitted in PDF format.

Papers must be written in English and follow the instructions in the [Manuscript Formatting and Templates page](#). Document templates are located at:

- Word: <ftp://pubftp.computer.org/Press/Outgoing/proceedings/instruct.doc>
- LaTeX: <ftp://pubftp.computer.org/Press/Outgoing/proceedings/LaTeX macros.zip>

Papers should be no longer than five (5) pages.

Papers will undergo a rigorous double blind review process. Hence, the first page of each paper should only contain: paper title, abstract, list of keywords indicating the paper's topic area (preferably from the list in the Call for Papers) and text of the paper. Authors' full names, affiliations and complete addresses including telephone numbers and electronic mail should be removed from the submitted paper.

All paper submissions will be carefully reviewed and reviews will be returned to the author(s) with comments to ensure the high quality of the accepted papers. The authors of accepted papers must guarantee that their paper will be presented at the conference. For further information on the NIME Workshop, please contact one of the NIME Workshop Chairs.

Quick guideline on submitting papers through EDAS:

1. Log on to <http://edas.info> (Enter your EDAS user id and password. If this is your first time using EDAS, you will need to set up an account.)
2. Click on [go to the current list of conferences and special issues](#).
3. Look under Accepting Submissions . Click on CCNC2006 [IEEE Consumer Communications and Networking Conference](#) (in the third column under Submissions and Management). You will be brought to the paper submission page titled "EDAS: IEEE Consumer Communications and Networking Conference."
4. On the paper submission page, you will find the list of all the tracks/sessions of CCNC 2006. Choose the "Submit Paper" button corresponding to "CCNC2006 NIME Workshop". Please notice your paper may not be reviewed properly if appropriate track/session is not selected.
5. Fill in the submission form including the authors, paper title, and paper abstract.
6. Double check the information you provided in the form and click on the 'submit' button.
7. Upload your paper. We accept PDF format only .
8. You will receive a notice from the conference if we encounter any printing problem or other problems.

Note: Every paper accepted for the CCNC 2006 NIME workshop **MUST** have attached to it at least one registration at the full CCNC 2006 member/nonmember rate. Thus, for a paper for which all authors are students, one student author will be required to register at the full registration rate. For papers where at least one author is already registered at the full rate, this fulfills the obligation for up to four papers where all the other authors are students.