Call for Papers for Communications Software, Services and Multimedia Applications

Scope and Motivation:

The Communications Software, Services and Multimedia Application Symposium that will be part of GC2015 will provide an international technical forum for presenting research results on diverse aspects of communications software, services, and multimedia communications. It aims at bringing together experts from industry and academia to exchange original and innovative ideas on advancing the state-of-the-art and overcoming research challenges related to multimedia applications over wireless networks and the Internet, software design, and system deployment of communication services. Sample topics are listed below.

Main Topics of Interest:

The Communications Software, Services and Multimedia Application Symposium seeks original contributions in the following topical areas, plus others that are not explicitly listed but are closely related:

- Multimedia delivery and streaming over wired and wireless networks
- Cross-layer optimization for multimedia service support
- Multicast, broadcast and IPTV
- Crowdsourcing
- Multimedia computing systems and human-machine interaction
- Interactive media, gaming, and immersive environments
- Multimedia content analysis and search
- Multimedia databases and digital libraries
- Converged application/communication servers and services
- Multimedia security and privacy
- Multimedia analysis and social media
- 3D, multiview, and ultra-high-definition video delivery
- Multimedia QoS provisioning
- Communication tools and software for cloud computing
- Service creation, delivery, management
- Virtual home environment and network management
- Charging, pricing, business models
- Security and privacy in network and service management
- Cooperative networking for streaming media content
- Location-based services
- Social networking communication services
- Mobile services and service platforms
- Home network service platforms

- VoP2P and P2P-SIP services
- Ubiquitous computing services and applications
- Networked autonomous systems
- Communications software in vehicular communications
- Web services and distributed software technology
- Software for distributed systems and applications, including smart grid and cloud computing
- Peer-to-Peer technologies for communication services
- Context awareness and personalization

Sponsoring Technical Committees:

- Multimedia Communications TC
- Internet TC

How to Submit a Paper:

The IEEE Globecom 2015 website provides full instructions on how to submit papers. You will select the desired symposium when submitting. The paper submission deadline is April 1, 2015. Unlike recent ICC's and Globecom's, this is a hard deadline that will not be extended.

Symposium Co-Chairs:

- Qian Zhang, Hong Kong University of Science and Technology, Hong Kong, China, qianzh@cse.ust.hk
- Jiangchuan Liu, Simon Fraser University, Canada, jcliu@cs.sfu.ca

Biographies:



Dr. Zhang is a Professor in the Department of Computer Science and Engineering at Hong Kong University of Science and Technology. Before that, she was in Microsoft Research Asia as the research manager of the Wireless and Networking Group. She has published more than 300 papers in international journals and conferences in the areas of wireless/Internet multimedia networking, wireless communications and networking, wireless sensor networks, and overlay networking. She is the inventor of about 30 pending International patents.

She is a Fellow of IEEE. She has received MIT TR100 world's top young innovator award. She also received the Best Asia Pacific Young Researcher Award, Best Paper Award in MMTC of IEEE ComSoc in 2005 and Best Paper Awards for QShine 2006, IEEE Globecom 2007, IEEE ICDCS 2008, IEEE ICC 2010, and IEEE Globecom 2012. She received the Oversea Young Investigator Award from NSFC in 2006. She holds the Cheung Kong Chair Professor in Huazhong University of Science and Technology (2012-2015). She was an IEEE Communication Society Distinguished Lecture.

Dr. Zhang is the Editorial Board Member of IEEE Transactions of Multimedia, IEEE Transactions on Mobile Computing, IEEE Wireless Communications Magazine, IEEE Communications Surveys and Tutorials, Elsevier Computer Communications, and Elsevier Computer Networks.



Jiangchuan Liu received the BEng degree (cum laude) from Tsinghua University, Beijing, China, in 1999, and the PhD degree from The Hong Kong University of Science and Technology in 2003, both in computer science. He is a co-recipient of ACM TOMCCAP Nicolas D. Georganas Best Paper Award 2013, ACM Multimedia Best Paper Award 2012, IEEE Globecom 2011 Best Paper Award, and IEEE Communications Society Best Paper Award on Multimedia Communications 2009.

He is a Professor in the School of Computing Science, Simon Fraser University, British Columbia, Canada, and an EMC-Endowed Visiting Chair Professor of Tsinghua University, Beijing, China (2013-2016). From 2003 to 2004, he was an Assistant Professor at The Chinese University of Hong Kong.

His research interests include multimedia systems and networks, cloud computing, social networking, online gaming, big data computing, wireless sensor networks, and peer-to-peer and overlay networks. He has served on the editorial boards of IEEE Transactions on Multimedia, IEEE Communications Surveys and Tutorials, IEEE Access, IEEE Internet of Things Journal, and Elsevier Computer Communications.

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