

# Call for papers

## Multimedia Computing and Communications Symposium (MCC)

IEEE ICNC 2024

Big Island, Hawaii, USA, Feb 19-22, 2024

<http://www.conf-icnc.org/2024>

### Symposium Co-Chairs

Abderrahim Benslimane, University of Avignon, France (Email: [abderrahim.Benslimane@univ-avignon.fr](mailto:abderrahim.Benslimane@univ-avignon.fr))

Wei Wang, San Diego State University, USA (Email: [wwang@sdsu.edu](mailto:wwang@sdsu.edu))

### Scope

The Multimedia Computing and Communication (MCC) Symposium focuses on topics related to all aspects of theoretical advancements and/or practical contributions to the field of Multimedia Systems, Multimedia Understanding, Multimedia Experience and Multimedia Communications. Of special interest are papers that report on complete multimedia systems with real-world experimental results, real data sets and reproducible research. The specific topics of interest include, but are not limited to, the following:

- Performance, quality of service (QoS), and quality of experience (QoE) in multimedia applications
- QoE-aware multimedia service management
- Human-centered multimedia
- Multimedia crowdsourcing applications
- 360 degree, multiview, panoramic, and tiled video
- Multimodal/multisensor 360 degree video content analysis
- 3D, virtual/augmented reality, VFX, and immersive multimedia
- Video conferencing, remote collaboration, and telepresence
- Multimedia coding and streaming
- Deep learning/machine learning/AI for multimedia
- Social multimedia and social signals
- Multimedia big data, large-scale multimedia indexing and ranking
- Knowledge discovery from massive multimedia data
- Multimedia and multi-modal analysis for vision applications
- Multimedia communications, transport, networking, and delivery
- Wireless and mobile multimedia for 6G
- Low-Power Wide-Area Network (LPWAN), and LiFi multimedia
- Gesture- and tangible-based interaction
- Multi-device and multi-display interaction
- Wearable devices in multimedia systems and applications
- Software-Defined Networking (SDN) and Software-Defined Everything (SDx) support for multimedia systems
- Multimedia systems for IoT
- Multimedia middleware
- Metaverse and social network
- Point cloud video streaming
- Hologram video applications
- Metaverse multimedia services, techniques, systems and applications

### Submission Guidelines

Perspective authors should follow the instructions at <http://www.conf-icnc.org/2024/author.htm> to prepare their manuscripts. All papers should be submitted via EDAS. Submission information can be found at <http://www.conf-icnc.org/2024/cfp.htm>.

### **Short Biographies of Co-Chairs**

**Abderrahim Benslimane** is Full Professor of Computer- Science at the Avignon University/France since 2001. He is Vice Dean of the Faculty of Sciences and Technology and Head of the Master Degree SICOM, Communicating Systems. He has been nominated in 2020 and renewed in 2022 as IEEE VTS Distinguished Lecturer. He has been as Associate Professor at the University of Technology of Belfort-Montbéliard since September 1994. He obtained the title to supervise researches (HDR 2000) from the University of Cergy-Pontoise, France. He received the PhD degree (1993), DEA (MS 1989) from the Franche- Comte University of Besançon, and BS (1987) from the University of Nancy, all in Computer Science. He has been nominated IEEE ComSoc Steering Chair of Multimedia Communications TC 2022-2024 and previously served as Vice Chair 2020-2022. He is past Chair of the ComSoc Technical Committee of Communication and Information Security 2017-2019. He is EiC of Inderscience Int. J. of Multimedia Intelligence and Security (IJMIS), Advisory board member of IEEE IoT journal, editorial member of IEEE Transaction on Multimedia, IEEE Wireless Communication Magazine, IEEE System Journal, Elsevier Ad Hoc Networks, Springer Wireless Network Journal and Past Area Editor of Wiley Security and Privacy journal 2017- 2019. He is co-founder and serves as General-Chair of the IEEE WiMob since 2005. He was General Chair of IEEE CNS 2020, Executive Forum Co-Chair at IEEE Globecom 2020, Program vice Chair of IEEE TrustCom 2020 and Program Chair of IEEE iThings 2020. He served as a Symposium co-chair/leader in many IEEE international conferences such as ICC, Globecom, AINA and VTC. He participates to the steering and the program committee of many IEEE international conferences. He was Board committee member, Vice-chair of Student activities of IEEE France section/Region 8; he was Publication Vice-chair and Conference Vice- Chair of the ComSoc TC of Communication and Information Security. He participates to the steering and the program committee of many IEEE international conferences. He has more than 280 refereed international publications (books, conference proceedings, journals and conferences) and more than 20 Special issues. All publications are in his research topics. He supervised more than 22 Ph.D thesis and more than 42 M.Sc. research thesis. For more detail, see my complete CV: <http://abderrahimbenslimane.org/>

**Wei Wang** is a Professor of Computer Science at San Diego State University. He joined San Diego State University in August 2014. He was an Assistant Professor of Computer Science at South Dakota State University from January 2010 to May 2014. He received his Ph.D. degree from University of Nebraska - Lincoln, NE, USA, in December 2009. His research interests include wireless networks, wireless multimedia communications, QoE-QoS issues, network economics and IoTs. He served as the poster co-chair of IEEE MSN 2021, publicity co-chair of IEEE/ACM IWQoS 2021, publication co-chair of IEEE INFOCOM 2020, the area chair of IEEE ICME 2020-2019, the symposium co-chair of IEEE GLOBECOM-NGNI 2019, the track-chair of ACM SAC 2019, the web co-chair of IEEE INFOCOM 2018-16, the symposium co-chair of IEEE ICC-NGNI 2018, the symposium co-chair of ICNC-MCC 2018, the program co-chair of ACM RACS 2017-14, workshop co-chair of ICST BodyNets 2013, the chair of IEEE CIT-MMC track 2012, the vice-chair of IEEE ICCT-NGN track 2011, and the program chair of the ICST-IWMMN 2010, the vice chair of IEEE MMTC 2022 - present, director of the IEEE MMTC Publicity Board 2021-present, and the co-director of IEEE MMTC Review Board 2020-2017.