

## Call for Papers

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### **4<sup>th</sup> International Workshop on FUTURE MULTIMEDIA NETWORKING**

<http://fnn2012.indect-project.eu/>

14<sup>th</sup> January 2012, Las Vegas, NV, USA

technically sponsored by:

**EC FP7 INDECT PROJECT**

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collocated with:

**IEEE CONSUMER COMMUNICATIONS AND NETWORKING CONFERENCE**

<http://www.ieee-ccnc.org/2012>

14<sup>th</sup>-17<sup>th</sup> January 2012, Las Vegas, NV, USA

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### **AIMS AND GOALS OF THE WORKSHOP**

In recent years real-time multimedia services have been contributing extensively to our life experience and are expected to be among the most important applications in the future Internet. The management of content distribution services is an important key to attract and keep customers, while increasing profits to content providers. So far these developments have been focusing on the entertainment sector and attracting attention from main multimedia markets. However, in other industrial areas multimedia services are becoming more and more important. Examples are security and property protection (e.g. CCTV), traffic control and guidance systems, healthcare systems, industrial process control, corporate communication, advertising, etc. Therefore, the resulting complexity and dynamics of content networks require special solutions in order to provide efficient delivery and deployment of real-time multimedia services. Further, emerging diverse and heterogeneous wired and wireless systems is a challenging research objective. The interoperability of applications, transport and network protocols, as well as, the demand for improved Quality of Service (QoS) and Quality of Experience (QoE), and seamless mobility control creates a challenging study field and also possibilities for research of novel communication protocols, architectures and methods towards Future Multimedia Networking Systems. Thus, one major challenge is the ever growing complexity of communication management and network maintenance. Solutions are required in which services, management and administration entities interact and behave autonomously, with the overall goal of creating multimedia/content/service/people-centric networks.

The objective of The Fourth Future Multimedia Networking (FNM 2012) workshop is to discuss state-of-the-art research and developing activities contributing to aspects of multimedia systems, and networking. This year's theme is "Future Multimedia Networking: Entertainment and Beyond". The goal is to look beyond the challenges arising from entertainment services also considering the specific requirements coming from other domains. Therefore FNM 2012 will also promote some novel topics specifically focusing on these areas. FNM 2012's topics include but are not limited to:

- Future Internet Architecture for Multimedia Networking
- Multimedia/Content/Service/People-centric Networking
- Social Multimedia Networking
- Network security pertaining to new multimedia applications and networks
- Acquisition of multimedia content and Quality of Experience management in future multimedia networking and CCTV networks:
- Multimedia in corporate communications
- Multimedia security issues & process control
- CCTV-driven road traffic management
- Multimedia guidance systems
- Multimedia in healthcare systems
- Seamless multimedia mobility
- Network measurement/monitoring and performance evaluation of multimedia services
- Reliability, availability and serviceability of multimedia services
- Advanced searching methods, search engines and applications for multimedia database

- Multimedia surveillance and compound security
- Semantic description of multimedia data and metadata information systems
- Modern computing methods for multimedia systems and authentication of multimedia contents
- Interactive multimedia applications
- Ethical issues in video surveillance and Internet monitoring – systems and algorithms for safeguarding of information

#### **PUBLICATION**

The workshop proceedings will be published by IEEE (and will be indexed accordingly).

Manuscripts should be written in English conforming to the IEEE standard conference format (8.5" x 11", Two-Column) and not exceed 5 pages in length.

Submission of papers should be regarded as a commitment such that, if accepted, at least one author of the paper will register and attend the conference; otherwise it will be removed from the IEEE Digital Library after the conference.

Special Issue Journal Publication: Extended versions of best papers of the workshop will be considered for publication in a Special Issue of a well-known SCI-indexed journal.

#### **PAPER SUBMISSION**

Papers reporting original and unpublished research results on FMN 2012 topics are solicited. Submissions must not be under consideration for publication elsewhere while being evaluated for this workshop. Paper submission will be defined according to EDAS system used by CCNC.

#### **PEER REVIEW OF SUBMITTED PAPERS**

Consistent with standard practice, each submitted paper will receive rigorous peer reviewing. Papers will be selected based on their originality, timeliness, significance, relevance and clarity of presentation. Selection will be based on full papers. Submission implies the willingness of at least one of the authors to register and present the paper, if accepted. All accepted papers of the workshop are expected to be presented and will be included in the workshop proceedings.

#### **IMPORTANT DATES**

Paper submission deadline: 1<sup>th</sup> September 2011

Acceptance notification: 1<sup>st</sup> October 2011

Camera ready version: 15<sup>th</sup> October 2011

Early registration deadline: 2<sup>nd</sup> December 2011

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