

# IEEE International Conference on Multimedia and Expo (ICME 2016)

July 11-15, 2016-Seattle, USA

## PLENARY SPEAKERS



**Fei-Fei Li**  
Stanford University,  
US



**Mark Billinghurst**  
University of South Australia,  
Australia



**Dariu M. Gavrilă**  
Daimler R&D in Ulm,  
Germany

## PANELS



**Steve  
Seitz**  
Google



**Shahram  
Izadi**  
Microsoft



**Jeremy  
Selan**  
Valve

1. Making the Virtual Real:  
The Future of AR and VR
2. Multimedia Research  
& Products: Increasing Impact



**Touradi  
Ebrahimi**  
EPFL



**Jenq-Neng  
Hwang**  
UW



**Haohong  
Wang**  
TCL



**John R.  
Smith**  
IBM

## INDUSTRY FORUM



**Patrick  
Griffin**  
Dolby Labs



**Thierry  
Fautier**  
Harmonic



**Nandhu  
Nandhakumar**  
LG Elec.



**Don  
Eklund**  
Sony US Inc.

## INTEL REALSENSE

Anders Grunnet-Jepsen, CTO, Intel

## MICROSOFT COGNITIVE SERVICES

Cha Zhang, Emad Barsoum, and Kenneth Tran, MSR

## HANDS-ON EXPO

1. Student-Industry Luncheon
2. Three Minute Thesis (3MT) competition  
**Deadline : May,13,2016**

## STUDENT PROGRAM

3. NSF Travel Support for PhD Students

1. Grand Challenge on Light-Field Image  
Compression
2. bitmovin Grand Challenge on Dynamic  
Adaptive Streaming over HTTP
3. MSR Image Recognition Challenge

## GRAND CHALLENGES

1. "Mulsemedia"-based Collaborative Mixed/Virtual Reality Environments
2. Interactive Search in Video & Lifelog Repositories
3. Graph Signal Processing for Image Compression & Restoration
4. Situation Recognition from Multimodal Data
5. Quality of Experience in Multimedia Systems and Services: A Journey  
Towards the Quality of Life
6. High Efficiency Video Coding – Coding Tools and Specification: HEVC V3  
and Coming Developments

## FREE TUTORIALS