General Chairs

- I. Cheng, UAlberta, Canada
- G. Fernandez, URL, Spain
- H. Wang, Cisco, USA

Program Chairs

- J. Li, Microsoft, USA
- P. Salembier, UPC, Spain
- D. Florencio, Microsoft, USA
- M. Hefeeda, SFU, Canada
- A. Loui, Kodak, USA
- S. Panchanathan, ASU, USA

Conf. Operation Chairs

- A. Basu, UAlberta, Canada
- L. Vincent, URL, Spain

Workshop Chairs

- A. El Saddik, UOttawa, Canada
- X. Hua, Microsoft, China

Tutorial Chairs

- E. Gobbetti, CRS4, Italy
- H. Rushmeier, Yale, USA

Panel Chairs

A. del Bimbo, UFirenze, Italy H. Wu, LSU, USA

Exhibition & Events Chairs

- O. Garcia, URL, Spain
- T. Malzbender, HP, USA

Poster & Demo Chairs

- D. Miralles, URL, Spain
- C. Zhang, Microsoft, USA

Industry Chairs

- X. Carrillo-Costa, Digital Legends, Spain
- K El-Maleh, Qualcomm, USA

Publicity Chairs

- P. Atrey, UWinnipeg, Canada
- Y. Ho, GIST, Korea
- L. Sun, UPlymouth, UK
- Q. Sun, HP, China
- J. Wen, Tsinghua Univ, China
- C. Yuan, UTubingen, Germany

International Liaison Chair

- W. Lin, NTU, Singapore
- G. Su, Dolby Labs, USA

Advisory Chairs

- R. Molina, UGR, Spain
- L. Torres, UPC-Barcelona TECH, Spain























CALL FOR PAPERS

IEEE International Conference on Multimedia and Expo (ICME) 2011

July 11-15, 2011 • BARCELONA, Spain

http://www.icme2011.org

Contact: ieee.icme2011@gmail.com

IEEE International Conference on Multimedia & Expo (ICME) has been the flagship multimedia conference sponsored by four IEEE societies since 2000. It serves as a forum to promote the exchange of the latest advances in multimedia technologies, systems, and applications from both the research and development perspectives of the circuits and systems, communications, computer, and signal processing communities. An Exposition of multimedia products, animations and industries will be held in conjunction with the conference.

Authors are invited to submit a full paper (two-column format, 6 pages) according to the guidelines available on the conference website at http://www.icme2011.org. Reviewing will be double blind. Only electronic submissions will be accepted. Topics of interest include, but are not limited to:

- Speech, audio, image, video, text processing
- Signal processing for media integration
- 3D visualization, animation and virtual reality
- Multi-modal multimedia computing systems and human-machine interaction
- Multimedia communications and networking
- Multimedia compression
- Multimedia security and privacy
- Multimedia databases and digital libraries
- Multimedia applications and services
- Media content analysis and search
- Hardware and software for multimedia systems
- Multimedia standards and related issues
- Multimedia quality assessment

ICME 2011 showcases high quality oral and poster presentations and demo sessions. Best paper, poster and demo awards will be selected and recognized in the conference. Extended versions of oral papers will be considered for potential publication in a special section of IEEE Trans. Multimedia. Accepted papers have to be registered and presented; otherwise they will not be included in the IEEE Xplore Library.

ICME 2011 features IEEE societies sponsored workshops, as well as call for workshop proposals. We encourage researchers, developers and practitioners to organize workshops on various new emerging topics. Industrial exhibitions are held in conjunction with the main conference. Job fairs, keynote/plenary talks and panel discussions are other conference highlights. Proposals for Tutorials and Workshops are invited. Please visit the ICME 2011 website for submission details.

Paper Submission (Revised):
Paper Acceptance Notification:
Camera-Ready Paper:

November 29, 2010
February 15, 2011
March 15, 2011

Workshop Proposal Submission:

Tutorial Proposal Submission:

October 15, 2010

October 15, 2010

November 1, 2010

Workshop Paper/Demo Proposal Due: February 20, 2011
Workshop Paper/Demo Proposal Decision: April 10, 2011
Workshop Camera-Ready Paper Due: April 20, 2011