Upcoming Events

15th ACM Int’l Workshop on Network and Operating System Support for Digital Audio and Video
12–14 June 2005
Skamania, Washington

This conference focuses on all areas of multimedia computing and networking. Traditionally the conference has concentrated on areas such as networked games and peer-to-peer streaming. Potential topics for this year’s conference include wireless and mobile multimedia systems’ 3D multimedia and teleimmersion, streaming 3D graphics and virtual worlds, and digital rights management.

For more information visit http://www.nossdav.org/2005/.

Int’l Conf. Mobile Learning
28–30 June 2005
Qawra, Malta

This conference will consider state-of-the-art portable devices such as mobile telephones, PDAs, photo/video cameras, GPS navigational systems, and so on. Some of the topics that could be discussed include PDAs in the classroom, remote group simulations, learning teacher networks, and mobile video conferencing.

For more information visit http://www.iadis.org/ml2005.

IEEE Int’l Conf. Multimedia and Expo (ICME)
6–8 July 2005
Amsterdam

ICME serves as a forum for the dissemination of state-of-the-art research, development, and implementations in the multimedia field. The conference will focus on multimedia content management, signal processing, communications, systems, and applications.


17–21 July 2005
San Diego, California

The conference’s goal is to consider providing computing and communication services all the time, everywhere, transparently and invisibly to the user through devices embedded in the surrounding physical environment. Along these lines, topics for the conference may include wearable computing and personal area networks, wireless technologies for mobile and ubiquitous computing (Bluetooth, ZigBee, 802.15.x, and WiFi), smart spaces, and context-and location-aware applications.

For more information visit http://www.mobiquitous.org.

Call for Papers

ACM Multimedia 2005
6–12 November 2005
Singapore

ACM Multimedia 2005 is accepting submissions covering all aspects of multimedia computing: from underlying technologies to applications, theory to practice, and servers to networks to devices.

The technical program will consist of plenary sessions and talks with topics of interest in one of three tracks:

- multimedia analysis, processing, and retrieval
- multimedia networking and systems support
- multimedia tools, end-systems, and applications

Full papers are due 23 May and short papers are due 20 June. Awards will be given to the best paper and the best student paper. To encourage sharing of implementations, this year will also initiate awards for best demo, best art program paper, and the best contributed open-source software.

For more information visit http://acmmmm05.comp.nus.edu.sg/.

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