IEEE MultiMedia serves a broad readership, including researchers, technology developers, practitioners, end users, and designers of multimedia systems and applications.

Topics covered by this publication include design, development, and applications of multimedia systems, as well as their deployment and use. Original contributions on novel applications of multiple media, tutorials, and case studies are of particular interest. Timely topics collected into special theme issues are encouraged. Brief articles on innovative and informative topics are featured in the magazine’s regular columns.

IEEE MultiMedia magazine seeks original articles discussing research as well as advanced practices in hardware and software, spanning the range from theory to working systems. Example topics include

- multimedia aspects of
  - sensory information processing
  - mobility and transport
  - services computing
  - content-based retrieval and media mining
  - multimodal interfaces and human–computer interaction
  - real-time computing
  - ontologies and semantics
  - standards
- multimedia authoring and creation;
- pervasive media services;
- content protection and security;
- content adaptation;
- media personalization;
- interactive and experiential computing;
- immersive and virtual environments; and
- multimodal biometrics

as related to such domains as biomedicine, arts and entertainment, education, the environment, disability services, commerce, and enterprise-wide systems.

Articles should be approximately eight magazine pages with roughly five figures or images, where a page is approximately 750 words. Please limit the number of references to the 10 to 12 most relevant. Also consider providing background materials in sidebars for nonexpert readers.

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