Upcoming Events

ACM Workshop on Network and Operating System Support for Digital Audio and Video (NOSSDAV)
22–23 May 2006
Newport, Rhode Island

This workshop focuses on all areas of multimedia computing and networking and strongly encourages work in progress in emerging areas. Potential topics include sensor networks and architectures; application-level multicasting; digital rights management; wireless and mobile multimedia systems; 3D multimedia and teleimmersion; and multimedia middleware and frameworks.

For more information visit http://www.nossdav.org/2006/.

Symp. on Technology, Knowledge, and Society
9–10 June 2006
Montreal, Canada

The symposium will take a broad and cross-disciplinary approach to technology in society. A special theme of this symposium will be the complex relations between technology and citizenship. Potential focuses include information and communication technology, learning technology, bio and genetic technology, and industrial or transportation technology.

For more information visit http://www.technology-conference.com.

10th IEEE Int’l Conf. on Information Visualization
5–7 July 2006
London, England

The conference will focus on information visualization and the various ways it can be applied. Potential topics include Semantic Web visualization, multimedia, human–computer interaction for information visualization, nonvisual and multimodal visualization, and Web visualization. There will also be a multimedia showcase where novel work will be exhibited related to the development and use of multimedia objects within applications.

For more information visit http://www.graphicslink.co.uk/IV06/.

IEEE Int’l Conf. on Multimedia and Expo (ICME)
9–12 July 2006
Toronto, Canada

ICME serves as a forum for the dissemination of state-of-the-art research, development, and implementations of multimedia systems, technologies, and applications. Potential topics include audio, image, and video processing; signal processing for media integration; multimedia security and content protection; multimedia human–machine interface and interaction; and multimedia standards.

For more information visit http://www.icme2006.org.

3rd Symp. on Applied Perception in Graphics and Visualization
28–30 July 2006
Boston, Massachusetts

The conference’s goal is to use insights from experts in the field of perception to advance the design of methods for visual, auditory, and haptic representation. Potential topics include computational aesthetics and stylization; applications of insights from perception to the development of algorithms for more efficient and effective image processing, modeling, rendering, and animation; and the study of perception and perceptual issues in virtual environments.

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

Calls for Papers

ACM Multimedia Conf.
22–28 October 2006
Santa Barbara, California

This conference covers all aspects of multimedia computing. The technical program will consist of talks on the following topics: multimedia content analysis, processing, and retrieval; multimedia networking and systems support; multimedia tools, end systems, and applications; and the foundational sciences of multimedia.

The interactive art program will include long and short papers describing interactive multimedia art works, tools, applications, and technical approaches for creative uses of multimedia content and technology. It will also include an art exhibition.

Submissions for regular short papers, interactive art program short papers, and open source, doctoral program, and demo proposals should be entered by 1 June 2006. For more information visit http://www.mmdb.ece.ucsb.edu/acmmm06/.