Establishing Best Papers for *IEEE MultiMedia*

*IEEE MultiMedia* was one of the first research journals specifically dedicated to the multimedia research field. Over the past 20 years, it has inspired tens of thousands of researchers, professors, and students around the world. It has also helped initiate and shape some of the major research themes and events in the multimedia field, including digital libraries, content-based image retrieval, Web-scale image search, multimodel and multimedia sensor fusion, social media and multimedia, and mobile multimedia.

**Celebration and Recognition**

I wanted to celebrate the achievements of the magazine, and, more importantly, to recognize the profound contributions from authors, so I discussed some options with the editorial and advisory boards. We then decided to establish two annual awards, starting this year—one for the *IEEE MultiMedia* Best Paper (which covers both feature and special-issue articles) and the other for the *IEEE MultiMedia* Best Department article.

We sent a Call for Nominations to various research communities, asking for nominations from the past three calendar years. Each nomination had to include the nominator’s contact information; bibliographic information for the article or department; and a 500-word statement of support explaining the rationale for the nomination, focusing on the work’s originality and the impact.

**And the Winners Are . . .**

We received multiple high-quality nominations for both awards, covering a wide spectrum of the multimedia research field. After careful review, the editorial board (excluding members with conflicts of interest) voted and selected the following two pieces:

- **Best Paper award:** “Toward Multiscreen Social TV with Geolocation-Aware Social Sense,” by Han Hu, Yonggang Wen, Huanbo Luan, Tat-Seng Chua, and Xuelong Li (July–Sept. 2014).

- **Best Department award:** “Microsoft Kinect Sensor and Its Effect,” by Zhengyou Zhang (April–June 2012).

The Best Paper was the first work to incorporate the traditional TV media with the fast-growing social media service via an intuitive human-computer interaction technique. In particular, a novel media consumption paradigm was invented to benefit TV audiences and operators. The trial system was released at the Nanyang Technological University campus and has been used by students from the School of Computer Engineering and the Wee Kim Wee School of Communication and Information. This trial was conducted via an experimental portal at https://www.running-tv.com. After its publication in July 2014, the article gained great attention from both academia and industry. In August 2014, it was recommended in the IEEE Computer Society Digital Library News Flash¹ and featured by http://phys.org.² From August 2014 to January 2015, this article maintained its spot on *IEEE MultiMedia*’s top 50 list of most frequently downloaded papers.

The Best Department unraveled the enabling technologies behind Kinect, discussing how they might transform human-computer interaction in multiple industries. The author, as an insider involved in the development of the system and its many applications, did an excellent job introducing the Kinect sensor hardware components and the principles behind its main functions—such as depth estimation, skeletal tracking, and head-pose and facial-expression tracking. The author also presented the avatar Kinect virtual environment and tele-immersive conferencing as examples of the many exciting emerging applications of Kinect. Furthermore, he discussed many additional research areas.

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² 1070-986X/15/$31.00
that can leverage Kinect and amplify its effect. This excellent work demonstrates how multi-media technologies can be used to enable many real-world applications and significantly enhance our quality of life. It has received 163 citations (per Google Scholar), and it was the most cited IEEE Multimedia work for the five-year timeframe of 2009 to 2013.

Please join me in congratulating the authors of these two works. We look forward to more nominations next year!

References


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