Message from the Program Chair of the Multimedia and Telecommunications Workshop

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As one of the three workshops comprising the EUROMICRO Conference 2001 the Multimedia and Telecommunications Workshop contributes to its general theme: “2001: A Net Odyssey”. Multimedia and Telecommunications arising from combined efforts to create the hardware and software for a variety of applications these fields require expertise in Computer Science and Engineering, Medicine, Biology, Sociology, Law, and Art, to name a few prominent examples. Since their inception there has been an inspiring influence from, and between, the areas involved thus making Multimedia and Telecommunications really interdisciplinary fields of research and development, both in industry and academia.

We had planned to cover workshop themes covering

- multimedia modeling, design, analysis, processing and encoding,
- system support and telecommunications,
- tools, end-systems, and applications.

The papers submitted, many of them from outstanding experts in their fields, were evaluated by an excellent international program committee, and finally 22 regular papers with a wide international distribution and one real-world case study were accepted for presentation and publication in the proceedings. The regular papers were combined into the sessions user interfaces, architectures, network protocols, contents, audio/video processing, education, and AI and neural networks. The case study will be presented together with a demo. I am highly appreciative about the exceptional cooperation with all authors to meet the deadline for the camera-ready copies.

It is my particular pleasure to announce that Dr. Daniel M. Russell has agreed to give the keynote lecture for our workshop. Dr. Russell is currently the Senior Manager of the User Sciences & Experience Research (USER) lab at IBM’s Almaden Research Center in San Jose, California. The USER lab focuses on creating complete end-user experiences in the medium of computation — it’s more than just the GUI, but the entire set of moment-by-moment perceptions and interactions. These experience designs range from input devices (TrackPoint) to output devices (Digital Jewelry), software intermediaries (Web-based Intermediaries for augmented web use), perceptual sensing systems (BlueEyes for attentive environments) and media analysis tools (CueVideo).

Prior to his engagement at IBM, Dan worked at both Xerox PARC and Apple’s Advanced Technology Group. He founded and managed the User Experience Research (UER) groups at both places. Dan was the Director of the Knowledge Management Technologies laboratory within Apple’s Advanced Technology Group (ATG). In this capacity, he coordinated the research efforts of five areas (Intelligent Systems, Spoken Language, User Experience, Interaction Design, and Information Technology) to provide an amalgamating, integrative direction to the research as a whole. Before this, he founded and managed Apple’s User Experience Research group, which studied issues of Sensemaking, Cognitive Modeling of analysis tasks, Synchronous and Asynchronous Collaboration, Shared Awareness of Individual State, Joint Work Coordination, and Knowledge-Based Use of Complex, Heterogenous Information.

Dan acquired the skills needed for this very productive work through prior appointments at Xerox PARC (from 1984), and through an excellent university education at UC Irvine and the University of Rochester. Dr. Russell has been a longtime adjunct lecturer on the Engineering and Computer Science (Computer Science) faculty of the University of Santa Clara, and has taught special topics classes in Artificial Intelligence and Design at Stanford.
University. He has published widely (> 100 papers, book chapters and articles), and speaks internationally on topics ranging from “the future of technology” and “attentive environments” to “new roles of text in the post-modern, humanist, technological age.”

Dr. Russell’s exceptional competence and productivity in key areas of Multimedia and Telecommunication Systems ranges from Ubiquitous Computing through Cognitive Science, from User Experience Design through the use of Multimedia in work and educational settings. In his lecture entitled “New Horizons in User Experience Design for the New Computing”, instead of giving a survey of traditional work in our scientific field, Dan opens substantial new perspectives for challenging future work along such concepts as Ubiquitous or Pervasive Computing, much in line with recent EU initiatives like The Disappearing Computer. This will add new directions to the discussion presented in the regular papers.

I have to thank Claude Ghaoui (Liverpool JM U) for cooperating so smoothly and efficiently as the MM&Telecom Deputy Program Chair. Also, I owe my sincerest thanks to the members of the program committee as much as to the reviewers they asked for help, for their thorough and competent evaluation. The installation and management of the automated evaluation system CHAIR during the evaluation process would not have been possible without the service provided by Konstantin Koll. Also highly appreciated Arnim Wedig’s help. Many thanks!

I hope that you will like to actively support, the conference presentations with your discussion contributions, and I wish you all an enjoyable stay in Warsaw, the vibrant and newly restaurated capital of Poland.

Program Committee


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