Welcome to the proceedings containing the papers from four Workshops selected for presentation at the 2015 IEEE International Symposium on Multimedia (ISM 2015) in Miami, Florida, USA, December 14-16, 2015. All these papers focus on some specific topics of the main symposium.

- **The 11th IEEE International Workshop on Multimedia Information Processing and Retrieval (MIPR-2015):** Huge amounts of multimedia data are increasingly available and the knowledge of spatial and/or temporal phenomena becomes critical for many applications, which requires techniques for the processing, analysis, search, mining, and management of multimedia data. The workshop provides a forum for original research contributions and practical system design, implementation, and applications of multimedia information processing and retrieval. The target audiences are university researchers, scientists, industry professionals, software engineers and graduate students who need to become acquainted with new theories and technologies in multimedia information processing and retrieval.

- **The 10th IEEE International Workshop on Multimedia Technologies for E-Learning (MTEL):** Due to its potential to make learning easier, more convenient, and more effective, education is one of the preeminent areas of applications for multimedia. Video capturing of lectures has become common practice to produce e-learning content. Simulations allow to explore experiments which would be too expensive or too dangerous to be conducted physically by students. Multimedia-powered demonstrations are freed from many physical restrictions such as the availability of an object to study or the timescale of an effect to observe. Teaching enriched by vivid presentations and possibility for interaction for students can also gain from improved learner's motivation. Concepts may be given perceivable existence in a demonstration and the observability of important details can be augmented. With the present amounts of educational data produced, there is a high demand in techniques and methods capable of handling multimedia contents adequately. Educational content has to be presented, deployed, stored, navigated, searched, retrieved, edited, combined, and reused in a proper way. Furthermore, quality control and learning processes with feedback loops are considered to be important concepts for more effective and sustainable e-learning solutions. Multimedia technologies facilitate the evaluation, improvement, and assurance of quality in loopback controlled e-learning processes. Most of these topics involve techniques from artificial intelligence, computer vision, multimedia, but also human computer interaction, and psychology. This workshop aims at bringing together researchers who are interested in this intersection area between the technological point of view and the human-centered view.

- **The 4th IEEE International Ph.D. Workshop on Multimedia Computing Research:** This is an international forum for doctoral students in the field of Multimedia Computing. The workshop provides Ph.D. students with the opportunity to present, discuss, and receive feedback on their research in a constructive atmosphere. The workshop includes prominent researchers from the industry and academia, who are participate actively in the discussions. Submissions from students who are in the final stages of their doctoral work are particularly encouraged, and who can therefore present a relatively complete picture of their dissertations, as well as students who are in the early stages of their work and thus have a significant future work component. The former group has the opportunity to showcase their doctoral work to a wider audience in preparation for job search, whereas the latter can obtain valuable feedback about their research plans.
IEEE ISM Workshop on Cloud-based Media Applications and Services for Smart Cities (CMAS-City2015): Smart Cities is the vision of augmented environment with instrumented, inter-connected and intelligent urban ‘Systems of Systems’ to generate actionable information intelligence for better decision making and planning. It aims to improve the quality of life of citizens by providing smart transportation, energy, public safety, education, asset management, social and other services. Multimedia plays an indispensable role with the ever increasing presence of multimodal sensors in smart cities infrastructure; collaboration among different organizations; and media sharing among socially connected people. Consequently, huge volume of smart city data such as sensor media, social media, M2M data, IoT data, open data, and mobile phone data are at stake to be effectively useful and usable by citizens, city government, and businesses. The processing and analysis of these media data requires rich pool of resources, on-demand resource provision, and scalable infrastructure that are fundamental to the emerging cloud computing solutions. With virtually unlimited resource availability and utilization when needed, multimedia computing over the cloud provides opportunities for the development of new breed of multimedia applications and services to fulfill the requirements of smart city residents. Despite the many opportunities media cloud computing can offer, there are several challenges that are the talk of the research community and the core focus of this workshop. In general, this workshop seeks original research papers providing insights into smart city needs, processes, services and frameworks using Cloud-based software solutions.

We hope these proceedings will serve as a valuable reference for the multimedia research community. We wish to thank all the organizers of these workshops and their program committee members and external reviewers for their great work. Finally, we would like to express our gratitude towards the ISM 2015 organizers.

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