Possible Conferences

IEEE GEM 2022 - https://gem2022.ieee-gem.space/call-for-papers-eng-1

"The **IEEE CTSoc International Conference on Games, Entertainment & Media (GEM)** is for researchers and practitioners in all forms of games, entertainment and media."

Submission

SUBMISSION DATE: June 30, 2022 & August 10, 2022 There are 2 submission rounds. Authors who submit on the first date (June 30th) and get rejected are allowed to resubmit on the 2nd round (August 10th). I don't think its necessary to submit on the first round to be able to submit on the 2nd, but this does mean that **2nd round submissions will be competing against papers who've already been reviewed and improved, so it may make it harder to be accepted**

Guidelines

- No mention of payment but I assume it follows regular IEEE guidelines.
- Up to 6 pages including references IEEE conference proceedings on US letter (8.5 x 11 inch) pages without author biographies format
- Submission done through the EDAS Conference and Journal Management System

Areas of Interest

Dates/Location

Barbados, 27-30 November Couldn't find information on whether it'll be hybrid or not, so I assume it will be **on-site only**. **No mention of whether papers have to be presented or not**

Notes

Seems to be one of the "de-facto" game conferences. The fact that it's in Barbados with no Hybrid option is a bit off-putting and the 2 round submission system will pit my paper against others which have already undergone review (and have been improved since, making them possibly more likely to being accepted - despite having been already rejected aswell)

IEEE ISM 2022 - https://www.ieee-ism.org/

"The 24th IEEE International Symposium on Multimedia (ISM2022) is the flagship conference of IEEE Technical Committee on Multimedia (TCMC) and an international forum for researchers to exchange information regarding advances in the state of the art and practice of multimedia computing, as well as to identify the emerging research topics and define the future of multimedia computing."

Submission

SUBMISSION DATE: August 9th

Guidelines

- Every paper accepted for publication in the Proceedings MUST be presented during the conference.
- Every paper accepted MUST have attached to it at least one registration at the full member/nonmember rate. Thus, for a paper for which all authors are students, one student author will be required to register at the full registration rate.
- 8 Pages Double-column IEEE format
- Submission done through EasyChair

Areas of Interest

Systems and Architectures

- Mobile multimedia systems and services
- Pervasive and interactive media systems including mobile systems, pervasive gaming, and digital TV
- Multimedia data in the Cloud

- GPU-based multimedia architectures and systems

- Software development framework using multimedia techniques

Communications and Streaming

- Multimedia networking and QoS

- Mobile audio/video streaming

- Wireless broadcasting and streaming

- Scalable streaming

- Peer-to-peer media systems and streaming

- Sensor networks

- Internet telephony technologies and systems

- Video teleconferencing

Multimedia Interfaces

- Information visualization and interactive systems

- Multimodal user interfaces: design, engineering, modality-abstractions, etc.

- Tools for media authoring, analyzing, editing, browsing, and navigation

- Intelligent agents for content creation, distribution, and analysis

- Novel interfaces for multimedia: touch, tangible, wearable, virtual, 3D, etc.

- User interfaces for mobile devices

Media Coding, Processing, and Quality Measurement

- Signal processing including audio, video, image processing, and coding

- Coding standards

- Scalable and Multi-view coding

- Multi-resolution or super-resolution algorithms

- Maintenance of perceptual quality with further compression

- Developing novel quality measures

Multimedia Security and Forensics

- Data security including digital watermarks and encryption

- Copyright issues for multimedia data

- Surveillance and monitoring methods

- Face detection and recognition algorithms

- Human behavior analysis from motion images/videos

- Multimedia-based computer forensics (e.g., crime scene investigation, user profiling)

- Multimedia Captchas, including attacks and counter-attacks

- On forensic use of biometrics

- Data hiding, stenography, and steganalysis

- Trust and privacy issues in media systems

Content Understanding, Modeling, Management, and Retrieval

- Media meta-modeling techniques

- Storage systems, databases, and retrieval

- Data segmentation

- Image, audio, video, genre clustering & classification

- Video summarization and story generation

- Speaker identification, recognition, and location

- Object, event, emotion, text detection and recognition

- Mosaic, video panorama and background generation

- Media semantics, ontologies, annotation, concept detection and learning

- Personalization and user preferences

- 3D and depth information

- Viewer perception, emotion analysis and visual attention

- Multimedia datasets and open source code for research

- Multimedia recommender systems

- Fake multimedia detection

Mobile Media

- Mobile and location-based media techniques

- Mobile visual search

- Social networks for mobile users

- Augmented reality for mobile users

- Content delivery in mobile networks (e.g., 3G, 4G and future 5G)

- Mobile applications

Applications

- Big data

- 3D data: graphics, displays, sound, broadcasting, interfaces

- Media composition and production: capture, authoring, digital art, animations, etc.

- Gaming

- Virtual and augmented reality

- Robotics

- Media interfaces for the Web

- Media in social network analysis

- Rich media enabled E-commerce and E-shopping

- Media systems for handicapped

- Collaborative systems

- Interdisciplinary media applications: Bioinformatics, Transportation systems, Wild-life monitoring and analysis, etc.

- Deep learning of multimedia data

Dates/Location

Naples, Italy, 5-7 December Couldn't find information on whether it'll be hybrid or not, so I assume it will be **on-site only**. **Accepted papers must be presented**

Notes

Pretty general conference on a wide diversity of multimedia-related topics. There are awards which makes it appealing and one of the Committee members is an IST teacher

ACADEMIC MINDTREK 2022 - https://www.mindtrek.org/2022/academic-2022/

"The International Academic Mindtrek has been for several years an exciting meeting place where researchers, experts and thinkers present results from their latest works regarding the development of novel technology, media and digital culture for the society of tomorrow."

Submission

SUBMISSION DATE: July 25th

Guidelines

- No mention of payment
- 8-16 pages excluding references. Single Column format
- ACM submission format

Dates/Location

Tampere, Finland , 16-18 November **Hybrid No mention of whether papers have to be presented or not**