

# CALL FOR PAPERS

## COMMUNICATION SOFTWARE, SERVICES, AND MULTIMEDIA APPLICATION SYMPOSIUM

### Symposium Co-Chairs

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### Scope and Topics of Interest

The Communications Software, Services and Multimedia Application Symposium will provide an international technical forum for discussing and presenting recent research results on any aspects of software, services, and multimedia communications. It aims at bringing together experts from industry and academia to exchange ideas and present results on advancing the state-of-the-art and overcoming research on the challenging issues related to the software design, system deployment of services, and multimedia applications over heterogeneous networks. Papers may present theories, techniques, applications, or practical experiences related to that. Topics of interest for this Symposium include, but are not limited to:

#### Multimedia Applications and Services

- Multimedia delivery and streaming over wired and wireless networks
- Cross-layer optimization for multimedia service support
- Multicast, broadcast and IPTV
- Multimedia computing systems and human-machine interaction
- Interactive media and immersive environments
- Virtual Reality and Augmented Reality Communication Systems
- Multimedia content analysis and search
- Multimedia databases and digital libraries
- Converged application/communication servers and services
- Multimedia security and privacy
- Multimedia analysis and social media

#### Network and Service Management and Provisioning

- Multimedia QoS provisioning
- Multimedia streaming over mobile social networks and service overlay networks
- Service creation, delivery, management
- Robust content identification and hashing, content de-duplication and delivery acceleration
- Virtual home environment and network management
- Charging, pricing, business models
- Security and privacy in network and service management •
- Cooperative networking for streaming media content Next Generation Services and Service Platforms
- Location-based services
- Social networking communication services
- Mobile services and service platforms
- Home network service platforms
- VoP2P and P2P-SIP services

#### Software and Protocol Technologies for Advanced Service Support

- Software Defined Networking (SDN)
- Software for Network Function Virtualization (NFV)
- Network Softwerization
- Ubiquitous computing services and applications
- Networked autonomous systems
- Communications software in vehicular communications

- Web services and distributed software technology
- Software for distributed systems and applications, including smart grid and cloud computing services
- Peer-to-Peer technologies for communication services
- Context awareness and personalization

## **Submission Guidelines**

Prospective authors are invited to submit original technical papers by the deadline of **April 1<sup>st</sup>, 2017** for publication in the IEEE Globecom 2017 Conference Proceedings and for presentation at the conference. Submissions will be accepted through [EDAS](#). All submissions must be written in English and be at most six (6) printed pages in length, including figures.