ACM Multimedia 2017 - Call for Regular Papers

ACM Multimedia is the premier conference in multimedia, a research field that discusses emerging computing methods from a perspective in which each medium -- e.g. images, text, audio -- is a strong component of the complete, integrated exchange of information. The multimedia community has a tradition of being able to handle big data, it has been a pioneer in large scale evaluations and dataset creations, and is uniquely angled towards novel applications and cutting edge industrial challenges. As such the conference openly embraces new intellectual angles from both industry as well as academia and welcomes submissions from related fields, such as data science, HCI and signal processing.

ACM Multimedia 2017 calls for research papers presenting novel theoretical and algorithmic solutions addressing problems across the domain of multimedia and related applications. The conference also calls for papers presenting novel, thought-provoking ideas and promising (preliminary) results in realizing these ideas.

From 2017 on, the conference invites research papers of varying length from 6 to 8 pages, plus reference pages. Please note that there is no longer the distinction between long and short papers but the authors may themselves decide on the appropriate length of the paper. All papers will undergo the same review process and review period.

The conferences invites papers in five major themes of multimedia: Experience, Systems and Applications, Understanding, Engagement and Novel Topics. Each of the themes will be led by a program chair of the conference. Please find in the call a description of the themes and the topics of interest.

Experience

Program Chair: Susanne Boll

One of the core tenants of our research community is that multimedia data contributes to the user experience in a rich and meaningful manner. The topics organized under this theme are concerned with innovative uses of multimedia to

enhance the user experience, how this experience is manifested in specific domains, and metrics for qualitatively and quantitatively measuring that experience in useful and meaningful ways.

The topic areas included under this theme include:

- Perceptual multimedia
- Ubiquitous multimedia
- Novel Interactions with Multimedia
- Social, emotional and affective multimedia
- Multimedia Storytelling and Curation
- Multimedia for Collaboration and Public Spaces

Systems and Applications

Program Chair: Kuan-Ta Chen

Research in multimedia systems is generally concerned with understanding fundamental tradeoffs between competing resource requirements, developing practical techniques and heuristics for complex optimization and allocation strategies, and demonstrating innovative mechanisms and frameworks for realizing modern multimedia applications. Developing such applications may concern the design and implementation of computer systems, networks, end devices, and the performance, resource, adaptability, and usability issues associated with the target system as a whole. Within this theme, we have focused on four topic areas:

- Multimedia Systems and Middleware
- Multimedia Transport and Delivery
- Multimedia Telepresence and Virtual/Augmented/Mixed Reality
- Mobile and Wearable Multimedia

Engagement

Program Chair: Jia Li

The engagement of multimedia with society as whole requires research that addresses how multimedia can be used to connect people with multimedia artifacts

that meet their needs in a variety of contexts. The topic areas included under this theme include:

- Multimedia Art, Entertainment and Culture
- Multimedia Search and Recommendation
- Big Data
- Digital Society
- Multimedia Technology for Autonomous Vehicles

Understanding

Program Chair: Shuicheng Yan

Multimedia data types by their very nature are complex and often involve intertwined instances of different kinds of information. We can leverage this multi-modal perspective in order to extract meaning and understanding of the world, often with surprising results. Specific topics addressed this year include:

- Deep Learning for Multimedia
- Multimodal/Multisensor Analysis and Description
- Multimedia and Vision

Novel Topics

Program Chair: Gerald Friedland

ACM Multimedia s continuously striving to extend its reach by incl style="text-align: justify;"uding cutting edge research from neighboring fields and brand new topics that do not have a large enough community yet to warrant its own topic. The novel topic theme therefore invites submissions that cover topics related to multimedia computing that do not fit anywhere else, including but not limited to:

- Privacy Implications of Multimedia
- Multimedia for Public Safety
- Multimedia Data Collections
- Multimedia in Data Science
- New Fields in Multimedia

Conflict-Of-Interest (COI)

Program Chair: Phoebe Chen

All organizers, area chairs and program chairs submit their work to the COI track which will be handles by Phoebe Chen to avoid any conflicts of interest. COI Please note that the COI track paper submission site will be different from the regular paper submission site: https://easychair.org/conferences/?conf=acmmm2017coi

The regular paper submission site is
https://easychair.org/conferences/?conf=mm2017

Publication

The conference proceedings will be published in the ACM Digital Library. The official publication date is the date the proceedings are made available in the ACM Digital Library. This date may be up to two weeks prior to the first day of the conference. The official publication date affects the deadline for any patent filings related to published work.

Important Dates

Abstract submission 7 April 2017
Manuscript submission 10 April 2017
Notification of acceptance 2 July 2017
Camera-ready submission 27 July 2017

Technical Program Chairs

Susanne Boll (University of Oldenburg)

Kuan-Ta Chen (Academia Sinica)

Phoebe Chen (La Trobe University)

Shuicheng Yan (National University of Singapore)

Jia Li (Google)

Gerald Friedland (LLNL/UC Berkeley)

For any questions please contact the Technical Program Chairs by email at programchairs2017@acmmm.org