



CALL FOR PAPERS

1st IEEE International Workshop on Networking Issues in Multimedia Entertainment (NIME'04)

<http://nime04.csr.unibo.it/nime04>

In conjunction with GLOBECOM 2004
November 29th 2004
Dallas, TX, USA

EXTENDED SUBMISSION DEADLINE July 15th 2004

The growing availability of digital contents and the simultaneous cost reductions in storage, processing, and networking is driving the growth of the entertainment technology. Many of the technologies pioneered in emerging entertainment applications have also found use in a large spectrum of more serious settings, ranging from telemedicine to in-home, in-car, in-flight multimedia distribution platforms. The success of the entertainment technology is confirmed by several facts. Take, for example, the two following cases: in 2003 the revenues generated by games have yet again surpassed those provided by the movie industry; the Apple iTunes online music service has hit a record share of almost 20% in the MP3 player market in the last semester of 2003. Further, while in the past entertainment technology traditionally offered predominantly passive experiences (e.g., video on demand), continual advances in network and computer technologies are providing tools for implementing greater interactivity and for enabling consumers to enjoy more exciting experiences, such as, for example, interactive digital TV, interactive theatre and orchestrated music and sound design. Simply put, today's entertainment technology is able to create "entertainment spaces" in which people experience a world where games, movies, songs, plus news, sport events and shows, are all made available for instant enjoyment with just one click. Another beneficial aspect of high-tech entertainment is that this phenomenon is pulling together an extremely diverse group of experts specializing in different technical areas, such as networking, computer graphics, games, animation, multimedia design, human-computer interaction, educational media and software engineering. Even though high-tech entertainment promotes interdisciplinary fusion, however, only the ubiquity of wireless/wired communication is considered suitable for accepting the challenge of building a "large interactive environment" for the delivery of the maximum entertainment value to millions of consumers worldwide. In this respect, there is a great hope that the wired and wireless Internet (along with its protocols, architectures, programming styles and technological solutions) may take over this complex scenario for fulfilling the consumer expectations. The first IEEE International Workshop on Networking Issues in Multimedia Entertainment provides an open forum for researchers, engineers and academia to exchange the latest technical information and research findings on Next-Generation Multimedia Networking concepts, technologies, systems, and applications for entertainment covering existing deployments, current developments and future

evolution. Authors are solicited to submit complete unpublished papers in the following, but not limited to, topic areas:

Networked Technologies for Entertainment:

- Architectures, Platforms and Protocols for Networked Games
- Internetworking, Vertical Roaming and Session
- Handoffs for Entertainment (Internet to WLAN, to 3G/BT/...)
- Home LANs, Body and Personal Area Networks for Entertainment
- Media and Device Adaptation
- Music and Movie Distribution
- Next Generation Wireless Technologies for Entertainment (IEEE802.11n, UWB and Beyond)
- Opportunistic Multi-hopping and Opportunistic Networks for Entertainment
- QoS and Security Support for Entertainment
- Resource and Service Discovery Technologies (P2P, LDAP, ...)
- Technologies for Networked In-Home/Car/Flight/Train Entertainment
- TV-Centric and Broadcast Networks for Entertainment

Emerging Entertainment Applications:

- Agent-based Entertainment
- Augmented, Virtual and Mixed Reality
- Evolutionary Entertainment
- Field Trials
- Interactive Television and Theater
- Massive Multiplayer Games
- Mobile and Wireless Entertainment
- Networked Entertainment
- Networked Narrative and Digital Interactive Storytelling
- Networked Video, Music and Sound Design
- Pervasive Entertainment
- Personalized and User-Adapted Television
- Sport, News and Entertainment
- Virtual Technology and Virtual Environments for Entertainment
- Wearable Entertainment
- Wireless and Mobile Gaming
- Testbed and Performance Evaluations

Guidelines for Paper Submission Original papers from the above mentioned topics or related areas will be considered. Each submitted paper will be fully refereed and undergo a blind review process. The accepted papers will be published in the IEEE-sponsored workshop proceedings. Submission guidelines should be strictly followed.

1. Submit an electronic copy of the paper in a .pdf or .ps format through the EDAS paper submission site (<http://edas.info>).
2. The body of the paper should not exceed 15 pages double spaced (4000 words, 12 point font).
3. A separate cover sheet should show the title of the paper, the author(s) name(s) and affiliation(s), and the address (including e-mail, telephone, and fax) to which the correspondence should be sent.

Important Dates

***** EXTENDED - DEADLINES *****

July 15 2004: Paper submission
August 5, 2004: Author Notification
August 22, 2004: Camera-ready Copy

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