The 1st IEEE Global Conference on Consumer Electronics

IEEE
Advancing Technology for Humanity

CONSUMER ELECTRONICS SOCIETY

GCCE2012
October 2-5, 2012
Makuhari Messe, Tokyo, JAPAN

Call for papers

General Chair
Tomohiro Hase, JP

Conference Chair
Takako Nonaka, JP

TPC Chair
Tomohiro Haraikawa, JP

TPC Vice Chairs
Taechan Kim, KR
Wen-Chung Kao, TW
Wataru Uemura, JP

Special Session Chair
Masaru Sakurai, JP

International Coordinators
Stephen Dukes, US
Stefan Mozar, AU

GOLD Chair
Carsten Dolar, DE

Conference Coordinator
Charlotte Kobert, US

Contact
support@ieee-gcce.org

URL
www.ieee-gcce.org

The **1st IEEE Global Conference on Consumer Electronics** (**GCCE 2012**) is a newly launched annual international conference sponsored by IEEE Consumer Electronics Society. This is a sister conference to the successful International Conference on Consumer Electronics (ICCE) held annually in conjunction with CES in Las Vegas, USA.

This conference will bring together top technical professionals from consumers industry and academia to exchange information and results of recent work on systems, circuits, technologies, processes and applications. Attending GCCE 2012, researchers, system developers, and service providers will be able to share their ideas, designs, and experience in emerging technologies.

GCCE 2012 will take place at the same time as **CEATEC 2012** which is one of the biggest consumer electronics shows in the world.

Please join and experience the powerful synergetic effects of GCCE 2012 simultaneously held with CEATEC 2012!

Topics & Keywords

GCCE 2012 is asking for submissions of technical papers for **oral** and **poster** presentations. **Student papers** are particularly encouraged.

Papers reporting new developments in all areas of consumer electronics are welcomed. The topics of interest to be covered by GCCE 2012 include, but are not limited to:

TV and Display Technologies, AV Processing & Streaming, Wireless & RF in CE, Home Networks & Services, Mobile Computing & Communications, Automotive Entertainment & Information, User Interfaces & Experience in CE, Security & Right Management, Storage & Digital Media, Smart Grid and CE, Home Medical & Healthcare, Embedded Technologies, Green Energy, Enabling Technologies.

The details are shown on the reverse side of this paper.

Organizational sponsors

The Institute of Electronics, Information and Communication Engineers

The Institute of Electrical Engineers of Japan

ITE The Institute of Image Information and Television Engineers

The Information Processing Society of Japan

I.I.E.E.J The Institute of Image Electronics Engineers of Japan

Location

GCCE 2012 is being held at Makuhari Messe, which is the location of **CEATEC 2012**.

CEATEC JAPAN

This convention center, which is especially closed to **Tokyo Disney Resort**, is conveniently located 30 minutes from Tokyo Station and within an hour from both international airports, Haneda and Narita.

TOKYO Disney RESORT
夢がかなう場所
Where dreams come true

Important Dates (JST)

Special Session Proposal:	**January 31, 2012**
Short Paper Submission:	**April 2, 2012**
Notification of Acceptance:	**June 4, 2012**
Camera-ready Submission & Early Bird Registration:	**July 2, 2012**
GCCE 2012:	*October 2-5, 2012*
CEATEC 2012:	**October 2-6, 2012**

TPC Members

Samad Ahmadi, UK
Nakhoon Baek, KR
Francisco J. Bellidio, ES
George Borden, US
Robin Bradbeer, HK
Pao-Chi Chang, TW
Tihao Chiang, TW
Kang-Sun Choi, KR
Narisa Chu, US
Peter Corcoran, IE
Tom Coughlin, US
Makio Fukuda, JP
Nobuo Funabiki, JP
Tomio Goto, JP
Cheul-hee Hahm, KR
Jun Heo, KR
Ryosuke Hosaka, JP
Yafei Hou, CN
Takuya Imaide, JP
Masayuki Inoue, JP
Yasushi Ishikawa, JP
Makoto Itami, JP
Jong-Ok Kim, KR
Uwe Kraus, DE
Yeong-Kang Lai, TW
Hwqnyong Lee, KR
Pei-Jun Lee, TW
Scott Linfoot, UK
William Lumpkins, US
Hiroshi Mineno, JP
Fumitaka Ono, JP
Fernando Pescador, ES
Tadashi Sakamoto, JP
Simon Sherratt, UK
Young Shik-Moon, KR
Tetsuya Watanabe, JP
Chu You, TW

Topics & Keywords

The topics covered by GCCE2012 include, but are not limited to, the following:

TV and Display Technologies
Future TV, Mobile TV, Ultra HDTV, Network TV, Smart TV, 3D Imaging and Display, OEL, VoD, Visual Media Communication

AV Processing & Streaming
Still and Video Cameras, Audio Systems and Technologies, Video Processing and Codecs, Recording, Storage Compression, Transcoding, Content Indexing, Video Enhancement, Interactive Video Streaming, Visual Quality Assessment, AV System Evaluation

Wireless & RF in CE
Antennas, Acquisition, Equalization, Spectrum Usage, Software Radio, Wireless LAN, IEEE 802.11 Standards, Bluetooth, RFID, WPAN, Wireless Power Transmission

Home Networks & Services
Wired and Wireless Networks at Home, Home Gateway, QoS, Peer-to-Peer, Bridges, Interoperability, Application Control, PVR, Home Theater, Interconnects, Gaming Devices and Systems, Internet Integration

Mobile Computing & Communications
Mobile Broadband, Handheld and Wearable Computers, Personal Multimedia Devices, Next-Generation Cellular, AV Streaming to Handheld Devices, Smart Phone Technologies

Automotive Entertainment & Information
Navigation, Driver Assistance, Car AV Systems, In-Car Internet, Communication Aspects, Sensors and Controls for Automotive, Automotive UI

User Interfaces & Experience in CE
Gesture Operation, Multitouch, Natural User Interface, Haptics, User Experience, HCI for CE, Usability, User Centered Design, Accessibility, Special-Needs/Assistive Technology

Security & Right Management
Copy and Redistribution Protection, Payments, Parental Controls, CE and Digital Content Issues, Data Collection, Biometrics, Privacy, Encryption

Storage & Digital Media
Optical Storage, Magnetic Storage, Next-generation Storage Media, Semiconductor, Storage Technology, Cloud Media, Interactive Media, CE and Cloud Computing

Smart Grid and CE
Smart House, HEMS, BEMS, FEMS, CEMS, Smart Meter, Power Monitor, Energy Storage, On-site Power Generation, Sensor and Network for Smart Grid, Internet of Things

Home Medical & Healthcare
Home Medical Equipment, Medical IT/ICT, Wellness Devices, Healthcare Application

Embedded Technologies
Embedded System, Embedded OS, Embedded Software, Advanced Semiconductors, Development Tools, High-density Mounting

Green Energy
Solar Cell, Wind-generated Electricity for CE, Energy Harvesting, Rechargeable Energy

Enabling Technologies
High Speed Signals and Interconnects, Algorithms, Intellectual Property, Manufacturing and Test Technology for CE, Recyclable Engineering, Product Safety, White Goods

Instruction to Authors

◆ **Short Paper Submission for Peer-Review**

◇ GCCE 2012 will use **EDAS conference manager system** for paper submission.

◇ Authors are required to submit a **2-page short paper** including **tables**, **figures**, and **references** for each paper.

◇ Please write your short-paper using **MS Word** or **LaTex Templates** for IEEE Conference Proceedings on an **A4 page** without author's biography. You can find the template on the IEEE website.

◇ Please submit electrically in **PDF format** via EDAS.

◇ Authors can choose **some topics and keywords** for each paper when the short-paper submission.

◇ Submitted short papers will be peer-reviewed by the technical committee based on originality, significance, technical soundness, and clarity of exposition.

◆ **For Accepted Authors**

◇ Accepted authors will be required to submit **final camera-ready papers within 5 pages** and **IEEE Copyright Form** by the deadline.

◇ Please write your final manuscript using MS Word or LaTex Templates for IEEE Conference Proceedings on an **A4 page**.

◇ Please submit them electrically in **PDF format** via EDAS.

◇ To make a presentation at GCCE12, **one of the authors at least** should complete the early bird registration.

◇ All accepted and **presented papers** will appear in **IEEE Xplore**.

Attention

◇ Please note that IEEE reserves the right to **exclude a paper from distribution** after the conference (e.g., removal from IEEE Xplore) if the paper is **not** presented at the conference.

For more details,
  please visit GCCE 2012 official website.
  http://www.ieee-gcce.org/