Call for papers

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.

Important Dates (JST)

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For more information: www.ieee-gcce.org
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**

**Wireless & RF in CE**

**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**

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 electronically 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 electronically 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/