

Call for Papers

WSEAS TRANSACTIONS ON SYSTEMS

Special Issue on Advances in Interactive Multimedia Systems

I. AIM AND SCOPE

The perspective of today's information society calls for a multiplicity of devices including IP-enabled home appliances, vehicles, personal computers, sensors, etc., all of which are globally connected. On the other hand, multimedia is one of the most exciting developments because of its long list of potential applications that were not possible during the past decades. Also, current multimedia communication systems and architectural concepts must evolve to cope with complex connectivity requirements. This is vital to the development of present day multimedia technologies as a natural step to all progression in general research about interactive multimedia systems. For example, during the past decade, with the explosion in the number of images and videos on the Internet and ongoing amassing of huge volumes of visual data from digital cameras and mobile devices, we are logging our own history. Recently, there has been much interest in interactive multimedia due to its many applications and business opportunities. An interactive multimedia refers to live sharing of multimedia contents in terms of audio, image, video, texts among multiple users in a network. Examples are voice over IP, videoconferencing, distributive collaborative environments, teleconferencing, online multiplayer games, etc. Intermedia applications overcome accessibility and distance barriers by bringing people together, leading to saving in traveling time and operational costs. In bringing to the readers this Special Issue on advances in interactive multimedia systems, the aim is to highlight the most significant recent developments in the area and to present directions on a challenging subject with theoretical and practical roots to a wider audience. Of course, the fact that interactive multimedia is currently one of the fastest growing sectors in broadband networking, networking technologies, QoS standards and audio/video processing techniques must be taken into account. An interactive multimedia system requires real-time processing of data and media streams with the support of user interactions at any time. Technological challenges in order to offer high-quality and low-delay multimedia services are welcome. Also,

designing a good user interface for smart interactive systems, as well as the incorporation of automatic perception of human activity like presence, speech, interaction, remains a significant area. To conclude, researchers and practicing engineers working in the area of interactive multimedia systems are forced to own a number of different texts and journals to ensure satisfactory coverage of the essential ideas and techniques of the fields. This Special Issue seeks to provide underlying theory, concepts and principles related to the power and practical utility of the topics.

II. TOPICS COVERED

Authors are invited to submit their original and unpublished work in the areas including (but not limited to) the following:

- Interactive multimedia operating systems
- Audio/video processing techniques
- Streaming issues for audio and video
- P2P systems
- Scalable video coding and content delivery
- Multimedia traffic
- Interactive multimedia applications: VoIP, video conferencing, teleconferencing, VoD, interactive IPTV, e-learning, surveillance
- Interactive broadcast data services
- 3-D audio and video systems
- Subjective data processing
- Incorporation of automatic perception of human activity: presence, speech, interaction
- Standardization process
- etc.

III. IMPORTANT DATES

- April 30, 2012: Submission deadline
- June 30, 2012: Notification of the first-round review
- July 31, 2012: Revised submission due

- August 30, 2012: Final notice of acceptance/rejection
- End of 2012: Publication of accepted papers.

IV. SUBMISSION

Manuscripts should be prepared according to the formatting instructions of available at WSEAS Transactions on Systems at <http://www.worldses.org/journals/systems/index.html>

Manuscripts submitted to the Special Issue are to be submitted using the submission page accessible from <http://www.worldses.org/journals/systems/index.html> , selecting Special Issue during the submission process and filling in the name of the special issue. Please also notify the Special Issue Editors as well.

All submitted manuscripts will be reviewed using the standard procedure that is followed for regular submissions.

V. GUEST EDITOR

Prof. dr Zoran Bojkovic

University of Belgrade

Belgrade, Serbia

e-mail: z.bojkovic@yahoo.com

<http://www.zoranbojkovic.com>

Prof. Filippo Neri

University of Naples

Naples, Italy

email: nerifil@gmail.com