CALL FOR PAPERS -- IEEE GLOBECOM 2011
Communication Software, Services, and Multimedia Applications Symposium

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Scope and Motivation

The Communications Software, Services and Multimedia Applications Symposium will provide an international technical forum for discussing and presenting recent research results on any aspects of software, services, and multimedia communications. It aims at bringing together experts from industry and academia to exchange ideas and present results on advancing the state-of-the-art and overcoming research on the challenging issues related to the software design and system deployment of services over heterogeneous networks. Papers may present theories, techniques, applications, or practical experiences related to that. For details about submission deadline, paper format, and on-line submission procedures, please visit the main GC 2011 page.

Main Topics of Interest

- Network and Service Management and Provisioning
  - Multimedia QoS provisioning
  - Quality of Experience for rich communication services
  - End-to-End quality of service routing algorithms
  - Service creation, delivery, management
  - Network management
  - Virtual home environment
  - Charging, pricing, business Models
  - Triple play services
  - Security and privacy in network and service management
  - Service overlay networks
  - Cooperative networking for streaming media content

- Next Generation Services and Service Platforms
  - Mobile services and service platforms including IMS
  - Home network service platform
  - VoP2P and P2P-SIP services
  - Converged application/communication servers and services
  - Location-based services
- Social networking communication services
- Advanced communication services and feature interaction

- Multimedia applications and services including rich communication services, VoIP, IPTV, Gaming
  - Multimedia delivery over wired and wireless networks
  - Distributed Visualization or rendering over wired and wireless networks
  - Cross-layer optimization for multimedia service support
  - Multicast, broadcast and IPTV
  - Media streaming
  - Peer-to-Peer services
  - Scalability and reliability issues by multimedia applications
  - Video quality assessment and impairment concealment

- Software and Protocol Technologies for advanced service support
  - Ubiquitous computing services and applications
  - Networked autonomous systems
  - Communications software in vehicular communications
  - Web services and distributed software technology
  - Distributed systems and applications, including Grid and cloud computing services
  - Peer-to-Peer technologies for communication services
  - Service overlay networks
  - Context awareness and personalization