



Don't Miss the 10th Annual IEEE Consumer Communications & Networking Conference

January 11-14, 2013 • Las Vegas, Nevada USA

CALL FOR PAPERS FOR TRACK “MOBILE DEVICES, PLATFORMS & APPLICATIONS”

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Please visit the website www.ieee-ccnc.org/2013 for more information on Research Paper, Industry Paper, Tutorial, Special Sessions, Keynote, Plenary Lecture, Panel, Demonstrations, Workshops and Paper Submission Guidelines.



IEEE Consumer Communications and Networking Conference (CCNC) is a major annual international conference. Taking advantage of its co-location with CES (the world's largest tradeshow on consumer technology, extensive press coverage and ~150,000 attendees), CCNC is organized with the objective of bringing together researchers, developers, and practitioners from academia and industry working in all areas of consumer communications and networking. To achieve the goal, IEEE CCNC 2013 will feature a number of new initiatives, such as:

- Grand Challenge
- Industry Session
- Tutorials (free to all registered attendees)
- Demos (with chance to show to general CES 2013 public, ~150,000 visitors)
- Ph.D. thesis panel
- Job/internship fair

CCNC 2013 “**Mobile Devices, Platforms & Applications**” Track aims to showcase the latest developments and technical solutions in areas related to mobile platforms, operating systems, mobile application and cloud frameworks, test-beds, and other important advances. We invite you to submit papers in the following areas:

- Mobile Platform and Mobile Applications
- Software Platforms and Development Tools
- Machine-to-Machine (M2M) Communications, Protocols, Applications, Test-beds
- Mobile Cloud Computing / Platform Issues and Techniques
- Mobile Operating Systems
- Test-bed Implementations and Results
- Emerging Platforms (e.g., Robot swarms, 60 GHz networking, etc.)
- Platform and Application Trustworthiness
- Application Marketplaces – Search and other Technical Issues
- Mobile Enterprise – Platforms and Applications
- Cloud and Mobile Information Technology (IT) for Enterprise
- Mobile Middleware
- New and Novel uses of Mobile Platforms
- Mobile Navigation
- Security of Mobile Platforms and Devices
- Performance-Oriented Design and Evaluation
- Privacy (e.g., Location, Social, Mobile App “Permissions”)
- Vehicular Networks – Mobile Devices, Frameworks, and Applications
- Location Services and Device Tracking
- Mobile Customer Relationship Management (CRM)
- Advances in Mobile Remote Access Technology

For more information, visit <http://www.ieee-ccnc.org/>.

IMPORTANT DATES

Technical Papers Due: August 1, 2012
Acceptance Notification: September 15, 2012
Final Camera Ready Artwork: October 15, 2012