



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

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

IEEE Consumer Communications & Networking Conference (Co-located with the International Consumer Electronics Show January **Jan. 8-11, 2013**) ◆ PRELIMINARY CALL FOR INDUSTRY SESSIONS PAPERS ◆

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IEEE Consumer Communications and Networking Conference (CCNC), sponsored by the IEEE Communications Society, is a major annual international conference. Taking advantage of its co-location with CES (the world's largest tradeshow on consumer technology), CCNC is organized with the objective of bringing together researchers, developers, and practitioners from academia and industry working in all areas of consumer technologies. CCNC 2013 will feature high quality keynotes, plenary talks, panels and tutorials.

To encourage industry participation, CCNC 2013 will feature separate industry sessions, different than the research sessions, which will allow presentation of the latest developments and technical solutions in the areas of (but not limited to):

- Mobile Devices, Platforms, and Communications
- Social Networking, Social Media, and CrowdSourcing
- Wireless Networking
- Peer-to-Peer Networking and Cloud-based Content Distribution
- Multimedia Networking, Services, and Applications
- Smart Spaces and Sensor Networks
- Security, Content Protection and DRM
- Next Generation Broadband – e.g., Super WiFi and Whitespaces
- Vehicular Networks
- Home Networking Technologies & Services
- Green Communications and Computation
- eHealth, Ambient Assisted Living
- Telepresence & Tele-robotics
- Intelligent and Emotion-oriented Computing
- 3D Imaging, Processing, Communications and Display
- Innovative Multimedia Systems and Consumer Electronics
- Information Integration and Analytics
- Experiences with innovative applications.

Industry sessions talks should describe technical and/or market challenges encountered and the innovation(s) used to overcome them. Lessons-learned from deployment and real-world use cases are also of interest.

The industry sessions will accept submissions in two formats: 1) submission in the form of a full-length paper, which will be reviewed by the technical track TC but with acceptance criteria based on the innovativeness of software, hardware, system design and the potential for impact.; and 2) submission in the form of a talk (PPT or video), which will be reviewed by the industry sessions TC for technical content of the talk and whether it will stimulate the interest in the academic community. The speaker of the industry session is expected to register for CCNC 2013 and present the talk in person at the conference.

We invite proposals for individual talks for the industry sessions to be submitted electronically via the industry sessions submission website. Full-length industry papers, if accepted will be included in IEEE Xplore. However, industry talks, if accepted, will only be given the opportunity to post the presentation on the CCNC website after the conference. The industry sessions technical committee will contact potential speakers upon review of proposals for further details and evaluation, if clarification is needed.

We also invite proposals for entire sessions, which can be sent by email to the Industry Sessions Chair (smoyer@comsoc.org) and Technical Program Chair. Entire session proposals should be on a common theme with relevance to the consumer communications and networking industry and identify potential speakers in the session.

Important Dates

Technical Papers Due: 1 August 2012
Acceptance Notification: 3 September 2012
Final Camera Ready Artwork: 1 October 2012

Please visit the website www.ieee-ccnc.org for more information on Research Papers, Industry Papers, Tutorials Special Sessions, Keynotes, Plenary Lectures, Panel, Demonstrations, Workshops and Paper Submission Guidelines.

