



THE 11TH ANNUAL
IEEE CONSUMER COMMUNICATIONS &
NETWORKING CONFERENCE
January 10-13 • Las Vegas, Nevada USA

**Don't Miss the 11th Annual
IEEE Consumer Communications & Networking Conference**
(Co-located with the International Consumer Electronics Show January Jan. 10-13, 2014)
◆ PRELIMINARY CALL FOR RESEARCH PROGRAM PAPERS ◆

January 10-13, 2014
Las Vegas, Nevada USA

General Co-Chairs

TBD

Technical Program Chair

Christian Becker
University of Mannheim, Germany

The IEEE Consumer Communications and Networking Conference, sponsored by the IEEE Communications Society, is a major annual international conference organized with the objective of bringing together researchers, developers, and practitioners from academia and industry working in all areas of consumer communications and networking.

CCNC 2014 will have separate research sessions and industry sessions. The research sessions will present the latest developments and technical solutions in the areas of home networking, consumer networking, mobile networking, social networking, enabling technologies (such as middleware), and novel applications and services. The industry sessions will be the forum for high quality presentations on innovative commercial software, systems, and services for all facets of information and communication technology, such as innovative multimedia systems, performance/behavior observed in the real world, cloud computing, crowdsourcing, social media, information integration and analytics. We also encourage submissions on design, usability, and performance of innovative applications and systems. The industry program discourages submissions that do not relate to commercial software/hardware or industrial-strength software/hardware/system intended for wide use. Papers in both sessions will be peer-reviewed for the inclusion in the event.

10 Technical Tracks

Wireless Communication

- Wireless Home Networks
- Wireless LANs, WiMax, Cellular Networks
- Vehicular Networks
- Cross-Layer Design, Interactions and Optimization
- Seamless Roaming
- Frequency and Channel Allocation
- Modulation, Coding and Diversity
- Energy Efficiency and optimization
- Emerging Standards
- Network QoS

**Smart Spaces and Personal Area
Networks**

- Mobile and ubiquitous computing
- Novel communication models
- Pricing Models
- Service Discovery and composition
- Novel application models Ad-hoc and Sensor Networks
- Vehicle Networks
- Smart grid security management
- Context- and Situation-awareness for Smart Spaces and PANs
- Real systems and measurement results for smart space and PANs

**Multimedia & Entertainment Networking
and Services**

- Multimedia Communication and Streaming
- Multimedia QoS and Protocols
- Distributed Network Protocols for Multimedia
- Image/Video Multimedia Networks
- Streaming Protocols
- High-Definition Audio, Image and Video Processing
- Distributed Coding and Network Coding
- Entertainment Networks
- Multimedia Services
- Field Trials and Measurements
- Networking for Multi-player Gaming

**Peer-to-Peer Networking and Cloud-
based Content Distribution**

- P2P Platforms, Algorithms and Architectures
- Overlay and Application Layer Multicast
- Peer-to-Peer VoIP and video conferencing
- Consumer Applications Enabled by P2P
- Resource and Data Sharing
- Incentive Mechanisms in P2P Networks
- Reputation and Trust Mechanisms
- Overlay Networks
- Cloud Computing for Content Distribution
- Portability and Mobility of Content in Intermittent Consumer Networks

**Emerging and Innovative Consumer
Technologies and Applications**

- Advances in Display Technology
- Humanitarian uses of Consumer Electronics
- HCI and Design Considerations
- Consumer Device Design and Innovation
- eHealth and Mobile Health Technologies
- Emerging Markets and Challenged Economies
- Personalization Techniques
- Multimodal input and Data
- Smart Devices, Ambient & Intelligent Apps

Security and Content Protection and DRM

- Security for Home Networks, PANs & BANS
- Firewalls and Intrusion Detection
- Worm and Malware Defences
- Combating Phishing and Spam
- Secure Configuration
- Consumer-friendly Security Models & Tools
- Portable Devices Disinfection
- Control of Personal Data
- Reputation and Trust Mechanisms
- Authentication, Authority and Auditing for CE
- Copyright and Privacy Protection
- Digital Rights Management

Mobile Device, Platform and Communication

- Mobile platform and mobile applications Software platforms and development tools
- Mobile cloud computing
- Test bed design and implementation
- Operating system and middleware support
- Security, privacy, and trustworthiness of mobile platform and application
- Emerging mobile platform, e.g., robotic swarms, 60 GHz networking
- Novel applications enabled by mobile and wireless networking systems
- Application market places

Social Networking

- Social network data (reality mining)
- Performance and Scalability of Social Network
- Benchmarking for Social Network
- Discovery, Collection, and Extraction of Social Network Data
- Curation and Provenance in Social Networks
- Uncertainty and dynamic in Social Network
- Visualization of Social Networks
- Parallel, Distributed, or Cloud Computation on Social Network Data
- Distributed Architectures for Social Networks
- Social Search, Retrieval, and Ranking
- Collaborative Platforms and Social Recommendation
- Access Control in Online Social Networks
- Private Analysis and Policy of Social Networks
- Identity, Reputation, and Trust in Online Social Networks

Networked Games

- Update Protocols
- Application specific consistency concepts
- Peer to Peer, client server, and hybrid architectures
- Middleware for networked games
- Communication models for networked games
- Consistency Concepts for networked Games

Green Computing and Communications

- Energy efficient hardware, software, devices and design
- Low energy consumption, low GHG emission
- Power/energy and spectrum efficient mobile communications, networks and computations
- Standards, policy, and regulation
- Security of green communications and computations
- Experimental test-beds and results
- Pricing and billing for green communications and computations

Important Dates

Technical Papers Due: 30 August 2012
Acceptance Notification: 4 October 2012
Final Camera Ready Artwork: 1 November 2012

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

