IEEE Consumer Communications & Networking Conference
(Co-located with the International Consumer Electronics Show January Jan. 10-13, 2014)
♦ CALL FOR WORK IN PROGRESS PAPERS ♦
January 10-13, 2014 Las Vegas, Nevada USA

IEEE Consumer Communications and Networking Conference (CCNC) welcomes Work In Progress (WiP) Papers related to the following areas of consumer communications and networking, that summarize speculative breakthroughs, industry featured projects, open problems, new application challenges, visionary ideas, and preliminary studies or recent achievements that are not quite ready for a regular full-length paper:

• Wireless Communication

• Smart Spaces and Wireless Networks

• Multimedia & Entertainment Networking and Services

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

• Emerging and Innovative Consumer Technologies and Applications

• Security, Privacy and Content Protection

• Mobile Device, Platform and Communication

• Social Networking

• Networked Games

• Green Computing and Communications

Authors should submit a two-page paper in double-column IEEE format including authors' names and affiliations, and a short abstract through EDAS. Submission guidelines and formatting details can be found on the CCNC web site. Only electronic submission will be accepted. Accepted papers will be published in the conference proceedings and presented at the conference.

Important Dates

Paper Due:	**October 11th, 2013**
Acceptance Notification:	**October 25th, 2013**
Final Camera Ready Submission:	**November 1st, 2013**

Work-in-Progress Chair

Cheng Huang (Microsoft Research, USA)