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| Technical Committee on Multimedia Computing (TCMC)<https://tc.computer.org/tcmc/>**Welcome to the July 2021 edition of the IEEE-TCMC monthly newsletter**To join TCMC: <https://www.computer.org/communities/technical-committees/tcmc> |
| This month's topics include:Call for Papers:* IEEE T-MM Special Issue on WSL
* IEEE BigMM 2021
* IEEE AIVR 2021
* IEEE ISM 2021
* IEEE MultiMedia (Impact Factor: 5.633)
* IJMDEM
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| **Call for Papers** |
| IEEE Transactions on Multimedia Special Issue: Weakly Supervised Learning for Image and Video Understanding (WSL)Nowadays, with the rapid development of advanced machine learning techniques, new opportunities have emerged for solving the problems in Weakly Supervised Learning (WSL) and applying WSL to richer vision and multimedia tasks. This special issue aims at promoting cutting-edge research along this direction and offers a timely collection of works to benefit researchers and practitioners. We welcome high-quality original submissions addressing both novel theoretical and practical aspects related to WSL, as well as the real-world applications based on WSL approaches.Papers should be formatted according to the IEEE Transactions on Multimedia guidelines: <http://www.signalprocessingsociety.org/tmm/tmm-author-info/>. Manuscripts (both 1-column and 2-column versions are required) should be submitted electronically through <http://mc.manuscriptcentral.com/tmm-ieee>.***Important Dates:**** Manuscript submission: 15th August 2021
* Preliminary results: 15th November 2021
* Revisions due:  1st January 2022
* Notification: 15th February 2022
* Final manuscripts due:  15th March 2022
* Anticipated publication: Midyear 2022

IEEE International Conference on Multimedia Big Data (BigMM 2021)Taichung, Taiwan & online, Nov. 15-17, 2021<https://www.bigmm.org/> Jointly sponsored by the IEEE-TCMC (Technical Committee on Multimedia Computing), IEEE-TCSEM (Technical Committee on Semantic Computing), BigMM aims to establish a community of researchers from academia and industry focusing on the synergetic interactions between multimedia content and big data analytics. It is a world premier forum of leading researchers in the highly active multimedia big data research, development and applications.***Important Dates:**** Paper Submission: August 9, 2021 PDT
* Workshop Proposal Acceptance: August 2, 2021 PDT
* Notification of Paper Acceptance: September 15, 2021 PDT
* Workshop Paper Submission: September 22, 2021 PDT
* Camera Ready and Registration (Main Conference): October 15, 2021 PDT
* Camera Ready and Registration (Workshops): October 27, 2021 PDT

4th IEEE International Conference on Artificial Intelligence & Virtual Reality (AIVR 2021)Taichung, Taiwan & online, Nov. 15-17, 2021 https://ieee-aivr.cs.nthu.edu.tw/ IEEE AIVR is a unique event, addressing researchers and industries from all areas of AI as well as Virtual, Augmented, and Mixed Reality. We invite researchers from Virtual, as well as Augmented Reality (AR) and Mixed Reality (MR) to participate and submit their work to the program. Likewise, any work on AI that has a relation to any of these fields or potential for the usage in any of them is welcome. Areas of interest include but are not limited to: Systems, including techniques, performance, and implementation; Content creation and modelling; Cognitive aspects, perception, user behavior; AI technologies for VR/AR; Interactions / interactive and responsive environments; Applications and use cases; Ethical and societal aspects of AI and VR/AR.***Important Dates:**** Demo & videos/special session/posters/industry contributions: August 13, 2021
* Final Camera Ready Deadline: October 1, 2021
 | 23rd IEEE International Symposium on Multimedia (ISM 2021)Naples, Italy, Nov. 29 – Dec. 1, 2021<https://www.ieee-ism.org/>ISM2021 will be held with a hybrid model that authors and general audiences may choose to participate either in person or remotely. The technical program of ISM2021 will consist of invited talks, paper presentations, and panel discussions. Topics for submission include but are not limited to: Systems and Architectures; Communications and Streaming; Multimedia Interfaces; Media Coding, Processing, and Quality Measurement; Multimedia Security and Forensics; Content Understanding, Modeling, Management, and Retrieval; Mobile Media; and Applications. ***Important Dates:**** Paper Submission: August 9, 2021 PDT
* Workshop Proposal Acceptance: August 2, 2021 PDT
* Notification of Paper Acceptance: September 15, 2021 PDT
* Workshop Paper Submission: September 22, 2021 PDT
* Camera Ready and Registration (Main Conference): October 29, 2021 PDT
* Camera Ready and Registration (Workshops): November 5, 2021 PDT

IEEE MultiMedia**Impact Factor: 5.633**<https://publications.computer.org/multimedia-magazine/>IEEE MultiMedia magazine seeks original articles discussing research and advanced practices in hardware and software, spanning the range from theory to working systems. We encourage our authors to write in a conversational style, presenting even technical material clearly and simply. Articles submitted to IEEE MultiMedia should not exceed 6,500 words, including all text, the abstract, keywords, bibliography, and biographies. Each table and figure counts for 200 words. Please limit the number of references to the 12 most relevant. For more information and instructions on presentation and formatting, please see our [author guidelines](https://www.computer.org/web/peer-review/magazines) (<https://www.computer.org/web/peer-review/magazines>). Please submit through [ScholarOne Manuscripts](https://mc.manuscriptcentral.com/mm-cs) (<https://mc.manuscriptcentral.com/mm-cs>).***Editor-in-Chief***Shu-Ching Chen, Florida International University, USAchens@cs.fiu.eduInternational Journal of Multimedia Data Engineering and Management[www.igi-global.com/ijmdem](http://www.igi-global.com/ijmdem)submission: <http://www.igi-global.com/authorseditors/titlesubmission/newproject.aspx>Prospective authors are invited to submit manuscripts for possible publication in the International Journal of Multimedia Data Engineering and Management (IJMDEM).Topics to be included (but not limited) are: * Content understanding and analytics
* Content-based retrieval (image, video, audio, etc.)
* Deep learning/machine learning/data mining
* Internet of multimedia things
* Media representation, processing and quality measurement
* Mobile media
* Multimedia applications
* Multimedia data engineering
* Multimedia data modeling
* Multimedia databases/data management
* Multimedia networking, communications and streaming
* Multimedia systems and infrastructures
* New standards
* Security support for multimedia data

***Editor-in-Chief***Chengcui Zhang (University of Alabama at Birmingham) and Shu-Ching Chen (Florida International University, USA) |
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| **We welcome all our members to contribute information/announcements to the TCMC Newsletter.** |
| **Chair****Dr. Chengcui Zhang**University of Alabama at Birmingham | **Secretary and Newsletter Editor****Dr. Min Chen**University of Washington Bothell |
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