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| Technical Committee on Multimedia Computing (TCMC) <https://tc.computer.org/tcmc/>  **Welcome to the May 2020 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 IRI 2020 (deadline extended) * IEEE AIVR 2020 * IEEE MultiMedia (Impact Factor: 3.556) * IJMDEM   Grand Challenge   * ACM Grand Challenge on HIE | | |
| **Call for Papers** | | |
| IEEE International Conference on Information Integration and Reuse (IRI'2020) Las Vegas, USA, Aug. 11-13, 2020  <https://homepages.uc.edu/~niunn/IRI20/>  This conference presents excellent, novel, and contemporary papers covering all aspects of Data – including Scientific Theory and Technology-Based Applications. It also addresses the representation, cleansing, generalization, validation, and reasoning strategies for the scientifically sound and the cost-effective advancement of all systems and systems of systems (SoS) – including all software and hardware aspects. The conference program will include several plenary speeches from academia, industry, and government; special sessions, open forum workshops, and panels.  ***Important Dates:***   * Deadline (full research/industry/ application/government track): June 1st, 2020 (extended) * Deadline (short paper track): June 1st, 2020 (extended) * Deadline (poster and demo paper track): June 10th, 2020 (extended) * Full/Short Paper Acceptance Notification: June 23rd, 2020 * Poster/Demo Paper Acceptance Notification: June 26th, 2020 * Camera Ready Submission Deadline: July 3rd, 2020   3rd IEEE International Conference on Artificial Intelligence & Virtual Reality (AIVR 2020)  Utecht, The Netherlands, Dec 14-16, 2020 <http://ieee-aivr.org>  IEEE AIVR is a unique event, addressing researchers and industries from all areas of AI as well as Virtual, Augmented, and Mixed Reality. It provides an international forum for the exchange between those fields, to present advances in the state of the art, identify emerging research topics, and together define the future of these exciting research domains. 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:***   * Submission Deadline (full & short papers): July 24th, 2020 * Notifications: week of Sep 21st * Final Camera Ready Deadline: Oct 30, 2020 * Conference: December 14-16, 2020 | IEEE MultiMedia  **Impact Factor: 3.556**  <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, USA  [chens@cs.fiu.edu](mailto:chens@cs.fiu.edu)  International 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) | |
| **Grand Challenge**  ACM Grand Challenge on Large-scale Human-centric Video Analysis  in Complex Events (HIE)  <http://humaninevents.org>  This grand challenge focuses on very challenging and realistic tasks of human-centric analysis in various crowd & complex events, including subway getting on/off, collision, fighting, and earthquake escape. Our dataset includes the currently **largest** number of poses (>1M), the **largest** number of complex-event action labels (>65k), and **one of the largest** number of trajectories with long terms (>1M with average trajectory length >500).   Four challenging tasks are established on our dataset. At the end of the Challenge, all teams will be ranked based on objective evaluation. The top-3 performing teams in each track will receive certificates and awards. At the same time, teams of high performance results are invited to submit challenge papers (4-pages) and present their solutions during the conference.   \*TRACKS\* • Track-1: Multi-person Motion Tracking in Complex Events • Track-2: Crowd Pose Estimation in Complex Events • Track-3: Crowd Pose Tracking in Complex Events • Track-4: Person-level Action Recognition in Complex Events  \*ORGANIZORS\* • Weiyao Lin, Shanghai Jiao Tong University, China • Guojun Qi, Futurewei Technologies, MAPLE Lab, USA • Nicu Sebe, University of Trento, Italy • Ning Xu, Adobe Research, USA • Hongkai Xiong, Shanghai Jiao Tong University, China • Mubarak Shah, University of Central Florida, USA  \*IMPORTANT DATES\* • Result submission close: June 15, 2020 • Challenge result notification: June 22, 2020 • Paper submission deadline: June 29, 2020 | | |
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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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