CALL FOR PAPERS AND PROPOSALS

The IEEE International Conference on Multimedia & Expo (ICME) has been the flagship multimedia conference sponsored by four IEEE societies since 2000. It aims at promoting exchange of the latest advances in multimedia technologies, systems, and applications from both the research and development perspectives. ICME attracts well over 1000 submissions each year, serving as the prime forum for the dissemination of knowledge in the multimedia field.

ICME 2022 will take place July 18-22, 2022, Taipei, Taiwan. ICME 2022 will convene leading researchers and practitioners to share the latest developments and advances in the discipline. The conference will showcase high quality oral and poster presentations, as well as relevant Workshops sponsored by IEEE societies. An exposition of multimedia products, animations and industries will be also held in conjunction with the conference. Moreover, in ICME 2022 exceptional papers and contributors will be selected and recognized with prestigious awards.

**Topics of interest include (but are not limited to)**

- 3D multimedia, AR/VR and Immersive media
- Emerging multimedia applications and technologies
- Image/video processing
- Multimedia analysis and understanding
- Multimedia communications, networking and mobility
- Multimedia databases and data mining
- Multimedia quality assessment and metrics
- Multimedia security, privacy and forensics
- Multimedia standards, trends and related research
- Multi-modal media computing, interaction, and human-machine interaction
- Social media analysis and applications
- Speech/audio processing

**Important Dates**

- Regular paper submission: December 12, 2021
- Special session proposals: November 22, 2021
- Panel proposals: November 22, 2021
- Grand challenge proposals: November 22, 2021
- Workshop proposals: November 22, 2021
- Workshop paper submission: March 12, 2022
- Demo proposals: April 1, 2022