2017 IEEE 6th Global Conference on Consumer Electronics

IEEE GCCE 2017

Advancing Technology for Humanity

October 24-27, 2017
NAGOYA, JAPAN

Founder & Director
Tomohiro Hase, JP

Executive Committee Chair
Takako Nonaka, JP

Conference Chair
Ryota Nishimura, JP

TPC Chairs
SungJea Ko, KR
Wen-Chung Kao, TW
Shingo Yamaguchi, JP
Kazuyuki Kojima, JP

International Coordinators
Sharon Peng, US
Stefan Mozar, AU
Stephen Dukes, US
Tihao Chiang, TW

Treasurers
Shingo Yamaguchi, JP
Kazuyuki Kojima, JP

Publication Chair
Wataru Uemura, JP

Conference Coordinator
Charlotte Kobert, US

Chief Secretary
Yoshiaki Koga, JP

Contact
support@ieee-gcce.org

For More Information
www.ieee-gcce.org

Ver. 1.00

2017 IEEE 6th Global Conference on Consumer Electronics (**GCCE 2017**) is asking for submissions of technical papers for **Oral**, **Demo!**, and **Poster** presentations.

The IEEE GCCE 2017 will bring together top technical professionals from the consumer electronics industry and academia to exchange information and results of state-of-the-art work on systems, circuits, technologies, processes and applications!

Student papers are particularly encouraged.

Call For Papers !

Oral, Demo!, and Poster categories

Hardware & Software

Digital & Analog

In 2017,
GCCE welcomes
"Co-design" papers
(incl. Human & Computer)
with
the Best Co-design Awards!

Organizational Sponsors

The Institute of Electronics, Information and Communication Engineers

The Institute of Electrical Engineers of Japan

The Institute of Image Information and Television Engineers

The Information Processing Society of Japan

The Institute of Image Electronics Engineers of Japan

Japan Institute of Electronics Packaging

Game Amusement Society

Japan Institute of Power Electronics

Important Dates

Abstract Proposal of Organized Session	**January 30, 2017**
2-pages Review Paper Submission	**May 22, 2017**
Notification of Acceptance	**July 10, 2017**
Deadline of Early-bird Registration	**July 31, 2017**
IEEE GCCE 2017	**October 24-27, 2017**

Accepted and presented papers will be appeared in **IEEE Xplore** and the authors are encouraged to submit enhanced journal-quality papers to the **IEEE Transactions on Consumer Electronics!**

GCCE 2017 Welcomes Organized Session Proposals

GCCE 2017 welcomes **Organized Session (OS)** proposals which are related to up-to-date and crossfield topics, except Regular Session Topics. Please fill out the Proposal Form on the web and send us at `support@ieee-gcce.org`!

Power Management

User Interface

Communication

Optimization

EDA Tools

ASIC/FPGA/ Mixed Signal

Image Processing

Packaging

Mobile/ Wireless

Automotive

HEMS

Smart Home

Sensing

Regular Session Topics & Keywords

The topics covered by GCCE 2017 include, but are not limited to,

TV & Display Technologies
Future TV, Mobile TV, Ultra HDTV, Super Resolution Signal Processing, Network TV, Smart TV, 3D Imaging and Display, OEL, VoD, Visual Media Communication

AV Processing & Streaming
Still and Video Cameras, Audio Systems and Technologies, Recording, Video Processing and Codecs, Storage Compression, Transcoding, Content Indexing, Video Enhancement, Interactive Video Streaming, Visual Quality Assessment, AV System Evaluation

Wireless & RF in CE
Antennas, Acquisition, Equalization, Spectrum Usage, Software Radio, Wireless LAN, IEEE 802.11 Standards, Bluetooth, RFID, WPAN, Wireless Power Transmission

Home Networks & Services
Wired and Wireless Networks at Home, Home Gateway, QoS, Bridges, Peer-to-Peer, Interoperability, Application Control, PVR, Home Theater, Interconnects, Gaming Devices and Systems, Internet Integration

Mobile Computing & Communications
Mobile Broadband, Handheld and Wearable Computers, Personal Multimedia Devices, AV Streaming to Handheld Devices, Next-Generation Cellular Phones, Smart Phone Technologies

Automotive Entertainment & Information
Navigation, Driver Assistance, Car AV Systems, In-Car Internet, Communication Aspects, Automotive UI, Automotive Sensors and Controls

User Interfaces & Experience in CE
Gesture Operation, Multitouch, Natural User Interface, Haptics, User Experience, HCI for CE, Usability, User Centered Design, Accessibility, Special-Needs/Assistive Technology

Security & Rights Management
Copy and Redistribution Protection, Payments, Parental Controls, CE and Digital Content Issues, Data Collection, Biometrics, Privacy, Encryption

Storage & Digital Media
Optical Storage, Magnetic Storage, Next-generation Storage Media, Semiconductors, Storage Technology, Cloud Media, Interactive Media, CE and Cloud Computing

Smart Grid & CE
Smart House, HEMS, BEMS, FEMS, CEMS, Smart Meter, Power Monitors, Energy Storage, On-site Power Generation, Sensors and Networks for Smart Grid, Internet of Things

Home Medical & Healthcare
Home Medical Equipment, Medical IT/ICT, Healthcare Applications, Wellness Devices
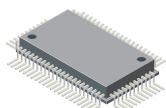
Embedded Technologies
Embedded Systems, Embedded OS, Embedded Software, High-density Mounting, Advanced Semiconductors, Development Tools

Green Energy
Solar Cell, Wind-generated Electricity for CE, Rechargeable Energy, Energy Harvesting

Enabling Technologies
High Speed Signals and Interconnects, Algorithms, Intellectual Property, Manufacturing and Test Technology for CE, Recyclable Engineering, Product Safety, White Goods
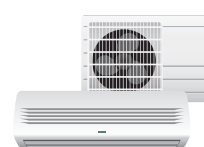
Storage

Motor Control

Thermal Efficiency