2018 IEEE 7th Global Conference on Consumer Electronics (GCCE 2018) is asking for submissions of technical papers for Oral, Demo!, and Poster presentations.

The IEEE GCCE 2018 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!

In 2018, GCCE welcomes “Co-design” papers (incl. Human & Computer) with the Best Co-design Awards!

Important Dates

Abstract Proposal of Organized Session: January 30, 2018
2-pages Review Paper Submission: May 7, 2018
Notification of Acceptance: July 1, 2018
Deadline of Early-bird Registration: July 31, 2018
IEEE GCCE 2018: October 9-12, 2018

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 2018 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!

The topics covered by GCCE 2018 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, VGD, Visual Media Communication

**Wireless & RF in CE**

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

**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

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

**Home Medical & Healthcare**
- Home Medical Equipment, Medical IT/ICT, Healthcare Applications, Wellness Devices

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

**AV Processing & Streaming**

**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

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

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

**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

**Embedded Technologies**
- Embedded Systems, Embedded OS, Embedded Software, High-density Mounting, Advanced Semiconductors, Development Tools

**Enabling Technologies**