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## 2019 IEEE 8<sup>th</sup> Global Conference on Consumer Electronics



# IEEE



# GCCE 2019

Advancing Technology  
for Humanity

October 15-18, 2019

Senri Life Science Center, OSAKA, Japan

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**2019 IEEE 8<sup>th</sup> Global Conference on Consumer Electronics (GCCE 2019)** is asking for submissions of technical papers for **Oral**, **Demo!**, and **Poster** presentations.

The IEEE GCCE 2019 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



### Contact

support@ieee-gcce.org

**For More Information**

www.ieee-gcce.org



### 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



Game Amusement Society



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### Patrons



### Important Date

Abstract Proposal for Organized Session	March 31, 2019
2-pages Review Paper Submission	May 7, 2019
Notification of Acceptance	July 10, 2019
Deadline of Early-bird Registration	July 31, 2019
IEEE GCCE 2019	October 15-18, 2019

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!**

#### International Coordinators

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## Welcomes Organized Session Proposals

GCCE 2019 welcomes **Organized Session (OS)** proposals which are related to up-to-date crossfield topics, except Regular Session Topics. Please fill out the Proposal Form on the Web and send us at [support@ieee-gcce.org](mailto:support@ieee-gcce.org)!

## Regular Session Topics & Keywords

The topics covered by GCCE 2019 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

### 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

### 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 Technologies

### 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

### Green Energy

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

### 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

### Mobile Computing & Communications

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

### Security & Rights Management

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

### Enabling Technologies

High Speed Signal and Interconnects, Algorithms, Intellectual Property, Manufacturing and Test Technology for CE, Recyclable Engineering, Product Safety, White Goods

### Home Medical & Healthcare

Home Medical Equipment, Medical IT/ICT, Healthcare Applications, Wellness Devices

### Wireless & RF in CE

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

### Embedded Technologies

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

### Storage & Digital Media

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

### Automotive Entertainment & Information

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

## Conference and Banquet Venues

### Conference Venue

#### Senri Life Science Center

1-4-2, Shin-Senri-Higashi-Machi,  
Toyonaka, Osaka, 560-0082, Japan



### Banquet Venue

#### HILTON OSAKA

1-8-8, Umeda, Kita-ku, Osaka,  
530-0001, Japan

