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## 2020 IEEE 9<sup>th</sup> Global Conference on Consumer Electronics



# GCCE 2020

Advancing Technology  
for Humanity

October 13-16, 2020

Kobe International Conference Center, KOBE, Japan

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**2020 IEEE 9th Global Conference on Consumer Electronics (GCCE 2020)** is asking for submissions of technical papers for **Oral**, **Demo!**, and **Poster** presentations.

The IEEE GCCE 2020 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



**Patron**



**Organizational Sponsors**



**Contact**

support@ieee-gcce.org

**More Information**

www.ieee-gcce.org



**Important Date**

|  |                     |
|--|---------------------|
| Abstract Proposal of Organized Session | March 31, 2020      |
| 2-pages Review Paper Submission        | May 8, 2020         |
| Notification of Acceptance             | July 10, 2020       |
| Deadline of Early-bird Registration    | July 31, 2020       |
| IEEE GCCE 2020                         | October 13-16, 2020 |

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!**



Mark  
Your  
Calendar!

#### International Coordinators

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Pao-Chi Chang, TW  
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Yu-Cheng Fan, TW

## Welcomes Organized Session Proposals

GCCE 2020 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 2020 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

#### Kobe International Conference Center



#### Kobe Port Island



### Banquet Venue

#### Kobe Portpia Hotel

