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

Acceptance 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!
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!

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

- **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

- **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

- **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

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

- **Enabling Technologies**

- **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

- **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

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**Conference and Banquet Venues**

- **Conference Venue**
  - Kobe International Conference Center

- **Kobe Port Island**

- **Banquet Venue**
  - Kobe Portopia Hotel

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**Mark Your Calendar!**