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2020 IEEE 9th 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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# **More Information**

www.ieee-gcce.org



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 1

Oral, Demo!, and Poster categories



# **Patron**



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# **Important Date**

Paper Entry (All categories) June 15, 2020 June 30, 2020 2-pages Review Paper Submission Notification of Acceptance July 31, 2020 Deadline of Early-bird Registration August 8, 2020 October 13-16, 2020 **IEEE GCCE 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!



### **International Coordinators**

Triet Nguyen-Van, VN Thinagaran Perumal, MY Kingkarn Sookhanaphibarn, TH Trio Adiono, ID Ivan Fanany, ID Stanley Glenn E Brucal, PH Robin Bradbeer, HK Chinthaka Premachandra, LK Masaki Hayashi, JP Forest Tan, SG Nicholas Vun, SG Kousik Sankar Ramasubramaniam, IN Jun Kyun Choi, KR Huang-Chia Shih, TW Wei-Yu Chiu, TW Chang Hong Lin, TW Pao-Chi Chang, TW Chih-Peng Fan, TW 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 <a href="mailto:support@ieee-gcce.org">support@ieee-gcce.org</a>!

# **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**

