2021 IEEE 10th Global Conference on Consumer Electronics (GCCE 2021) is asking for submissions of technical papers for Oral, Demo!, and Poster presentations. The IEEE GCCE 2021 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.

Important Date

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<td>Abstract Proposal of Organized Session</td>
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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!
Welcomes Organized Session Proposals

GCCE 2021 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 mainly covered by GCCE 2021 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**
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

**Wireless & RF in CE**

**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

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

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

**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

**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

**Enabling Technologies**

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

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

**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 Venues**

**MIELPARQUE Kyoto**
MIELPARQUE Kyoto is located next to Kyoto Station.