



2022 IEEE 11th Global Conference on Consumer Electronics



GCCE 2022

October 18-21, 2022

Senri Life Science Center, Osaka, JAPAN

2022 IEEE 11th Global Conference on Consumer Electronics (GCCE 2022) is asking for submissions of technical papers for **Oral**, **Demo!**, and **Poster** presentations.

The IEEE GCCE 2022 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 and **WIE papers** are particularly encouraged.

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Wataru Uemura, JP

Conference Coordinator
Charlotte Kobert, US

Call For Papers !

Oral, Demo!, and Poster categories



Contact

support@ieee-gcce.org

For More Information

www.ieee-gcce.org



Organizational Sponsors (including pending application)



The Institute of Electronics, Information and Communication Engineers



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Game Amusement Society



Japan Institute of Power Electronics



Human Interface Society



The Japan Ergonomics Society



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Patrons



Important Date (updated)

Abstract Proposal for Organized Session	April 17, 2022
2-pages Review Paper Submission	May 29, 2022
Notification of Acceptance	July 10, 2022
Deadline of Early-bird Registration	July 31, 2022
IEEE GCCE 2022	October 18-21, 2022

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 2022 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 or contact us: support@ieee-gcce.org!

GCCE
Handles
Everything
About
Life
Electronics

Regular Session Topics & Keywords

The topics covered by GCCE 2022 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 Venue

Senri Life Science Center

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

