2024 IEEE 13th Global Conference on Consumer Electronics (GCCE 2024) is asking for submissions of technical papers for Oral, Demo!, and Poster presentation. Student papers and WIE (Women in Engineering) papers are particularly encouraged.

The IEEE GCCE 2024 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!

GCCE 2024 welcomes Organized Session (OS) proposals which are related to up-to-date cross-field topics, except Regular Topics. Please fill out the Proposal Form on the Web or contact us!

Call For Papers!
Oral, Demo!, and Poster categories

Important Date
Abstract Proposal for Organized Session May 3, 2024
2-pages Review Paper Submission June 7, 2024
Notification of Acceptance July 26, 2024
Deadline of Early-bird Registration August 9, 2024
IEEE GCCE 2024 Oct. 29 - Nov. 1, 2024

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!

QR Code to the GCCE HP!

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
- The Institute of Electrical Engineers of Japan
- The Institute of Image Information and Television Engineers
- The Information Processing Society of Japan
- Game Amusement Society
- Japan Institute of Power Electronics
- Human Interface Society
- The Japan Ergonomics Society
- Japan Society of Kansai Engineering
28 Organized Session are approved

GCCE 2024 welcomed Organized Session (OS) proposals which are related to up-to-date crossfield topics, except Regular Session Topics, and approved 28 OSs for this year. Please check the list and the details on the Web!

Regular Session Topics & Keywords

The topics covered by GCCE 2024 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

**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

**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

**Storage & Digital Media**
Optical Storage, Magnetic Storage, Next-generation Storage Media, Semiconductors, Storage Technology, Cloud Media, Interactive Media, CE and Cloud Computing

**Enabling Technologies**

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

**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

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

**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

**Automotive Entertainment & Information**
Navigation, Driver Assistance, Car AV Systems, In-Car Internet, Communication Aspects, Automotive UI, Automotive Sensors and Controls

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

**Venue**

*Asia Pacific Import Mart*
Medium Exhibition Hall
(AIM building) 3rd Floor, Kitakyushu, Fukuoka, Japan.

*RIHGA ROYAL HOTEL KOKURA*
Kitakyushu, Fukuoka, JAPAN

The banquet will be on Halloween!!
Let's all DRESS UP and get together!!