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2026 IEEE 15th Global Conference on Consumer Electronics



GCCE 2026

October 26-29, 2026

Kobe International Conference Center, KOBE, Japan

2026 IEEE 15th Global Conference on Consumer Electronics (GCCE 2026) calls for submissions of technical papers for **Oral**, **Poster**, and **Demo!** presentations. The IEEE GCCE 2026 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!

Submissions of **Student Papers** and **WIE Papers** are particularly encouraged.

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Call For Papers !

Oral, Demo!, and Poster categories



Patron
(pending application)



Patron
(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 Kansei Engineering

Contact

support@ieee-gcce.org

More Information

www.ieee-gcce.org



Important Date

Abstract Proposal of Organized Session	March 9, 2026
2-pages Review Paper Submission	May 11, 2026
Notification of Acceptance	July 10, 2026
Deadline of Early-bird Registration	July 31, 2026
IEEE GCCE 2026	October 26-29, 2026

Accepted papers will be submitted for inclusion into **IEEE Xplore** subject to meeting IEEE Xplore's scope and quality requirements, and the authors are encouraged to submit enhanced journal-quality papers to the **IEEE Transactions on Consumer Electronics!**

Welcomes Organized Session Proposals

GCCE 2026 invites **Organized Session (OS)** proposals on new interdisciplinary topics, except for those already covered in Regular Sessions. Please fill out the Proposal Form on the conference website or just contact support.

Regular Session Topics & Keywords

The topics covered by GCCE 2026 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, SmartPhone 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, Sustainable Engineering for CE, 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

Conference Venue

Kobe International
Conference Center

Kobe
Port Island

Banquet Venue

Kobe Portpia Hotel

