

# ACM Multimedia Systems 2017

## Joint Call for Papers for Co-located Workshops

# MMSYS 2017 TAIPEI TAIWAN BRIDGE THE SYSTEM AND HUMANS

June 20 - 23, 2017

Academic Sinica

### NOSSDAV 2017

The 27th ACM SIGMM Workshop on Network and Operating Systems Support for Digital Audio and Video

The 27th ACM SIGMM Workshop on NOSSDAV, will be co-located with MMSys 2017 in Taiwan. As in previous years, the workshop will continue to focus on both established and emerging research topics, high-risk high-return ideas and proposals, and future research directions in multimedia networking and systems, in a single-track format the encourages active participation and discussions among academic and industry researchers and practitioners. Out-of-the-box ideas are particularly welcome.

#### Chairs

Chun-Ying Huang (NCTU, Taiwan)  
Pan Hui (HKUST, Hong Kong)

#### Important Dates

Submission: February 24, 2017  
Notification: April 14, 2017

### MoVid 2017

The 9th ACM Workshop on Mobile Video

ACM MoVid 2017 solicits original and unpublished research achievements in various aspects of mobile video services. The focus of this workshop is to present and discuss recent advances in the broad area of mobile video services. The workshop will provide an venue to discuss widely varying beliefs and understanding being formed among the academic and industrial communities in terms of how next generation mobile video services should be delivered to end-users.

#### Chairs

Qi Han (Colorado School of Mines, USA)  
Kate Lin (National Chiao Tung University, Taiwan)

#### Important Dates

Submission: February 24, 2017  
Notification: April 14, 2017

### NetGames 2017

The 15th Annual Workshop on Network and Systems Support for Games

NetGames brings together researchers and practitioners from academia and industry across the globe to present their latest research on the challenges of today's networked games, and to further understand the requirements and explore the possibilities of future generations of networked games. The workshop welcomes submissions on all aspects of networked games. It will have a keynote and panel discussions with participants (or invited talks) from both academia and industry.

#### Chairs

David Chu (Google, US)  
Yutaka Ishibashi (Nagoya Institute of Technology, Japan)

#### Important Dates

Submission: February 10, 2017  
Notification: March 8, 2017

### MMVE 2017

The 9th International Workshop on Virtual Environments

Virtual Environment systems are spatial simulations that provide real-time human interactions with other users or a simulated virtual world. The workshop seeks to provide a forum for researchers and practitioners in the field, and will encourage discussions based on the presented papers to identify current and future research topics. As an intended focal point of discussion, we particularly solicit contributions related to the various challenges that recent advances in virtual reality (VR) and augmented reality (AR) pose to MMVE systems and architectures.

#### Chairs

Alexandru Iosup (TU Delft, The Netherlands)  
Gregor Schiele (University of Duisburg-Essen, Germany)

#### Important Dates

Submission: March 10, 2017  
Notification: April 14, 2017