ACM MoVid 2017
9th ACM Workshop on Mobile Video
In conjunction with ACM Multimedia Systems Conference

Taipei, Taiwan   http://mmsys17.iis.sinica.edu.tw/index.php/movid/   *June 20-23, 2017*

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Important Dates

Paper submission: February 10, 2017
Acceptance notification: April 14, 2017
Camera ready papers due: April 28, 2017
Workshop: June 20, 2017

The tremendous increase in mobile video content generation and delivery has forced the service providers to understand the limitations of the current wired and wireless networks (Internet, WiFi, 4G/LTE systems) and bring new technologies for delivering the video content to the end-user. Last mile access technologies play a crucial role in determining the overall performance and end-user experience of multimodal applications; diverse approaches and technologies have recently gained momentum to address this issue. Moreover, mobile devices such as smartphones are getting increasingly popular. However, offering high quality mobile video services on resource-constrained and heterogeneous mobile devices with varying display sizes, processing powers, network conditions, and battery levels opens up many new challenges. Further, recent developments such as social media production, multimodal sensing and context technologies, will have an impact on mobile video applications. In fact, supporting a broad spectrum of video-centric applications such as live video streaming, VoD, video games and virtual environments, multimedia conferencing and telepresence, surveillance, mobile media, mobile sensing and crowd-sensing, sensing and social media on mobile devices demands application-specific techniques that adapt to the underlying network and device architectures.

The focus of this workshop is to present and discuss recent advances in the broad area of mobile video services. Specifically, the workshop intends to address the following topics: a) Novel mobile video applications and architectures; (b) Research challenges in developing new techniques for providing rich video experience on wireless mobile devices; (c) New visions and concepts to support high quality video services on heterogeneous mobile devices and network conditions; and (d) Deployment challenges of new and scalable mobile video services. The workshop will provide an interesting 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.

ACM MoVid 2017 solicits original and unpublished research achievements in various aspects of **mobile video services**, including, but not limit to, the following topics:

- Mobile video services and applications
- Video-on-demand technologies
- Video streaming over wireless
- Peer-to-peer video and audio
- Distributed video coding
- Adaptive media coding & transport
- Middleware support for mobile multimedia
- Cross-layer architectures and technologies
- Wireless 3D video streaming
- Video sensing and ubiquitous video
- Mobile media sensing
- Mobile networking for video streaming
- Collaborative mobile video streaming
- Video-based health monitoring, surveillance
- Video in social media and social network applications
- Crowdsourcing for mobile multimedia
- Contextual video capture and delivery
- Quality of experience metrics for mobile video
- Video streaming over heterogeneous networks
- Opportunistic device-to-device video delivery
- Performance studies: real-time video QoS measurements, subjective video quality assessments
- Crowd sensing for mobile media
- Energy-efficient video services

SUBMISSION INSTRUCTIONS

Submissions to ACM MoVid 2017 must include new, unpublished, original research. Papers containing substantially similar materials may not be submitted to other venues concurrently with ACM MoVid 2017. All submissions will be handled electronically. Paper submissions must be formatted in strict accordance with ACM proceedings style. ACM MoVid 2017 accepts both full and short papers, with page limits of 6 and 3 pages, respectively. Full paper submissions showing promising preliminary results may be accepted as short papers. Accepted papers will be published in the workshop proceedings together with the proceedings of the ACM Multimedia Systems conference and will appear in the ACM Digital Library.