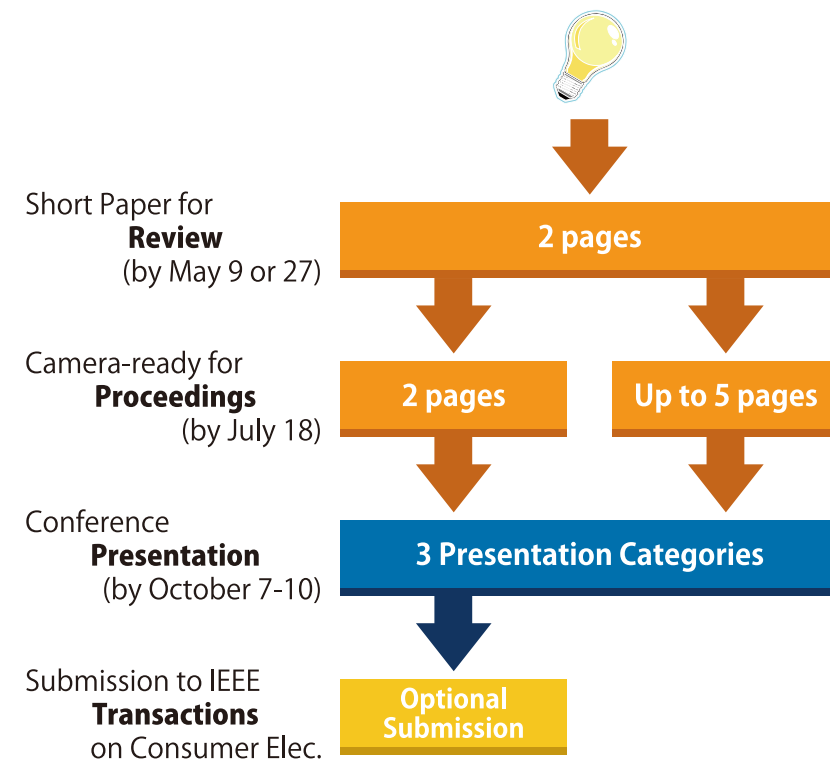


Submission Categories



Oral Category

Demo Category

Authors' Advantages

- **Optional "Impact" score**
Papers will have additional "Impact" scores, depending on optionally submitted movies.
- **Two-weeks extended due**
Review paper deadline is two-weeks longer than orals and posters.
- **Excellent Demo! Awards**
GCCE 2014 offers Special Demo! Awards.

A poster panel with a desk, two chairs, a 100V AC outlet, and 802.11g wireless broadband will be provided for each booth.

Poster Category



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GCCE 2014

October 7-10, 2014

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GCCE 2014 is asking for submissions of technical papers for Oral, Poster, and Demo! presentations. Student papers are particularly encouraged.

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Demo!

New Category

Reviews scored by

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- Significance
- Technical Soundness
- Clarity

Optional video submission

- ★ Optional "Impact" score
- ★ 2-weeks extended due
- ★ Excellent Demo Award

Important Dates (JST)

Review Paper (2 pages) Submission Due:

Oral / Poster: May 9, 2014

Demo!: May 23, 2014

Notification of Acceptance:

June 27, 2014

Camera-ready Submission & Early Bird Registration:

July 18, 2014

Check the latest deadlines at
<http://www.ieee-gcce.org/2014/important.html>

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Game Amusement Society

Accepted and presented GCCE papers (including Demo! category) are appeared in IEEE Xplore and the authors are also encouraged to submit enhanced and journal quality papers to the **Transactions on Consumer Electronics!**

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Mobile/
Wireless



Automotive



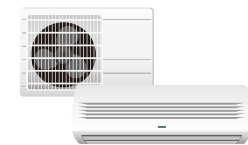
HEMS



Smart Home



Sensing



Thermal
Efficiency



Motor Control



Storage

Communication



User Interface



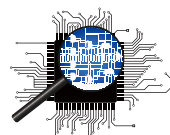
Power
Management



Optimization



EDA Tools



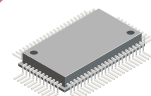
ASIC/FPGA
Mixed Signal



Image
Processing



Packaging



Special Session Topics

HOME / EMBEDDED

DHF: Digital Health & Fitness

Chair: Mamoru Iwaki (Niigata University, JP)
Co-Chair: Kazuyuki Kojima (Saitama University, JP)

HWT: Health & Welfare Technologies

Chair: Seiji Nishifuji (Yamaguchi University)
Co-Chair: Ryoichi Suzuki (Kanazawa Institute of Technology)

ASN: Ambient Sensor Network & Applications for Smart Space

Chair: Michiko Nishiyama (Soka University, JP)
Co-Chairs: Norihiko Shinomiya (Soka University, JP),
Tetsuya Kon (Core System Japan Co., LTD, JP)

ETH: New Apparatus & Systems for Energy Technologies in Home Appliances & CE

Chair: Hideki Omori (Osaka Institute of Technology, JP)
Co-Chair: Kaoru Inoue (Doshisha University, JP)

ESD: Advanced Embedded Systems Development & Electronics Design

Chair: Yoshihiro Saito (Proassist, Ltd., JP)
Co-Chair: Kazuyuki Kojima (Saitama University, JP)

AUDIO / VISUAL

AET: Recent Audio Engineering & Technology

Chair: Kazuhiko Kawahara (Kyushu University, JP)
Co-Chairs: Kazuma Hoshi (Nihon University, JP),
Atsushi Marui (Tokyo University of the Arts, JP),
Akira Nishimura (Tokyo University of Information Sciences, JP)

STV: Smart TV

Chair: Toru Kobayashi (Nagasaki University, JP)
Co-Chair: Masaru Sakurai (Nagoya Institute of Technology, JP)

PJD: Projection Display & Its Applications

Chair: Kosuke Sato (Osaka University, JP)
Co-Chair: Daisuke Iwai (Osaka University, JP)

AIP: Advanced Image Processing

Chair: Tomio Goto (Nagoya Institute of Technology, JP)
Co-Chair: Akiko Yoshida (SHARP Corporation, JP)

ISC: Image Safety & Comfortability of 3D Images

Chair: Hiroyasu Ujike
(Advanced Industrial Science and Technology, JP)
Co-Chair: Naoki Kobayashi (Saitama Medical University, JP)

MOBILITY

AME: Automotive Electronics

Chairs: Chiyoumi Miyajima (Nagoya University, JP)
Takashi Imamura (Niigata University, JP)
Hiroyuki Hatano (Utsunomiya University, JP)

ITS: Intelligent Transport Systems

Chair: Tomotaka Wada (Kansai University, JP)
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of Advanced Industrial Science and Technology, JP)

SEV: Smart Elevators

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MAT: Mobile Application Technology

Chairs: Hirozumi Yamaguchi (Osaka University, JP)
Akinobu Ando (Miyagi University of Education, JP)
Shoji Kurakake (NTT Docomo, JP)

WCP: Wearable Computing

Chair: Kazuya Murao (Kobe University, JP)
Co-Chair: Ren Ohmura (Toyohashi University of Technology, JP)

NETWORK / SECURITY

CNW: Systems & Applications for Consumer Newtworks

Chair: Ryoza Kiyohara (Kanagawa Institute of Technology, JP)
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Daisuke Ajitomi (Toshiba, JP)

IOT: Consumer Centric Internet of Things

Chair: Thomas Coughlin (Coughlin Associates /
IEEE CE Society VP of Future Directions, US)
Co-Chairs: Joseph Wei (IEEE CE Society FD Committee on IoT, US)
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CBS: Recent Advancements in Cyber Security

Chair: B. B. Gupta (National Insitute of Technology Kurukshetra, ID)
Co-Chairs: Wan Tat Chee (University Sains Malaysia, MY),
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Shingo Yamaguchi (Yamaguchi University, JP)

GAME / AMUSEMENT

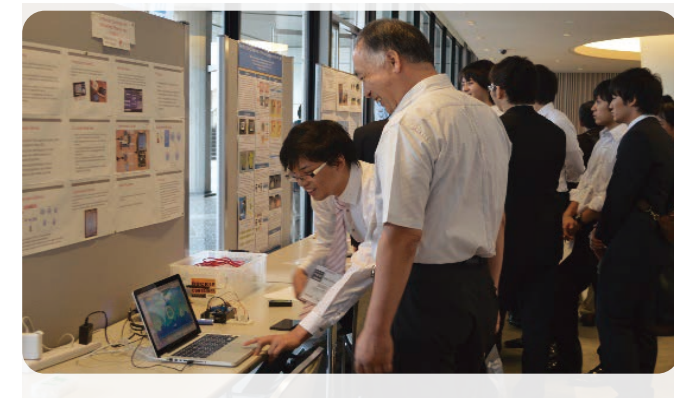
GAM: Game Amusement

Chair: Makio Fukuda (Osaka International University, JP)
Co-Chairs: Klaus P. Jantke (Fraunhofer IDMT, DE),
Tomoyuki Takami (Osaka Electro-Communication University, JP),
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ECP: Entertainment Computing

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Takuji Narumi (The University of Tokyo, JP),
Kohei Matsumura (Future University-Hakodate, JP)

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Regular Session Topics & Keywords

TV & Display Technologies

Future TV, Mobile TV, Ultra HDTV, Network TV,
Super Resolution Signal Processing, Smart TV,
3D Imaging and Display, OEL, VoD, Visual Media Communication

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

Storage & Digital Media

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

Security & Rights Management

Copy and Redistribution Protection, Payments, Parental Controls,
CE and Digital Content Issues, Data Collection, Biometrics, Privacy,
Encryption

Wireless & RF in CE

Antennas, Acquisition, Equalization, Spectrum Usage,
Software Radio, Wireless LAN, IEEE 802.11 Standards, Bluetooth,
RFID, WPAN, Wireless Power Transmission

Mobile Computing & Communications

Mobile Broadband, Handheld and Wearable Computers,
Personal Multimedia Devices, AV Streaming to Handheld Devices,
Next-Generation Cellular Phones, Smart Phone Technologies

Automotive Entertainment & Information

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

Embedded Technologies

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

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

Home Medical & Healthcare

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

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

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 Technology

Enabling Technologies

High Speed Signals and Interconnects, Intellectual Property,
Manufacturing and Test Technology for CE, Algorithms,
Recyclable Engineering, Product Safety, White Goods

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