2021 IEEE 10th Global Conference on Consumer Electronics

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CONSUMER TECHNOLOGY SOCIETY

GCCE 2021
October 12-15, 2021
Kyoto, Japan

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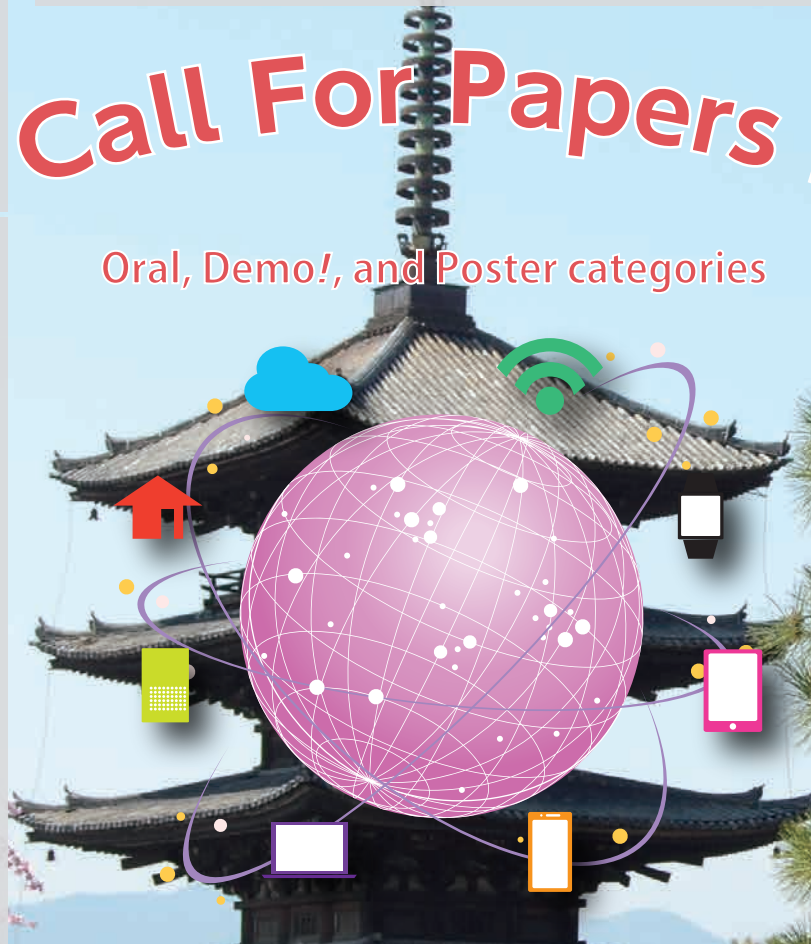Wataru Uemura, JP

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2021 IEEE 10th Global Conference on Consumer Electronics (GCCE 2021) is asking for submissions of technical papers for Oral, Demo!, and Poster presentations.
The IEEE GCCE 2021 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!

Student papers are particularly encouraged.

Call For Papers !

Oral, Demo!, and Poster categories

Contact
support@ieee-gcce.org

More Information
www.ieee-gcce.org

Important Date

Abstract Proposal of Organized Session	**May 10, 2021**
2-pages Review Paper Submission	**June 25, 2021**
Notification of Acceptance	**July 28, 2021**
Deadline of Early-bird Registration	**August 10, 2021**
IEEE GCCE 2021	**October 12-15, 2021**

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**!

Welcomes Organized Session Proposals

GCCE 2021 welcomes Organized Session (OS) proposals which are related to up-to-date crossfield topics, except Regular Session Topics. Please fill out the Proposal Form on the Web and send us at support@ieee-gcce.org!

Regular Session Topics & Keywords

The topics mainly covered by GCCE 2021 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

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

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

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

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

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

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

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

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

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

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

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

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

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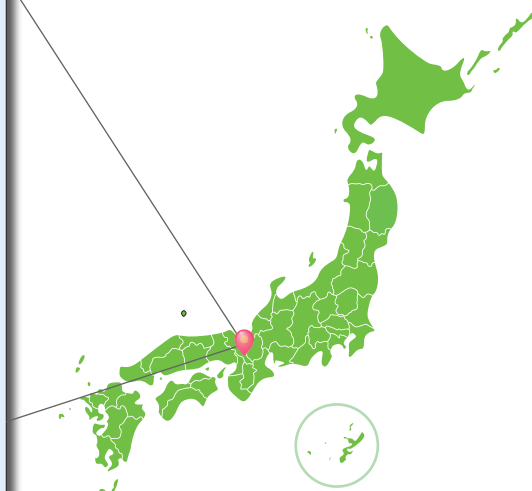Home Medical Equipment, Medical IT/ICT, Healthcare Applications, Wellness Devices

Conference Venues

Conference Venue

MIELPARQUE Kyoto

MIELPARQUE Kyoto is located next to Kyoto Station.

Contact
support@ieee-gcce.org

More Information
www.ieee-gcce.org