

Call for Papers

Sixth Workshop on multiMedia Applications over Wireless Networks (MediaWiN 2011)

organized in association with

The IEEE Symposium on Computers and Communications (ISCC 2011)

June 28 - July 1, Kerkyra (Corfu), Greece



Sponsored by IEEE Computer Society and IEEE Communication Society

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Please visit <http://mediawin.it.teithe.gr> for additional information. Inquiries regarding the Workshop should be directed to the General Co-Chairs or the Technical Program Co-Chairs.

Important Dates

Submission: **April 6, 2011 (firm)**
Notification of acceptance: April 15, 2011
Camera-ready submission: April 22, 2011
Workshop date: **June 28, 2011**

Paper submission

Papers should contain original material and not be previously published or currently submitted for consideration elsewhere. Manuscripts should not exceed **6 pages** in the [IEEE proceedings style](http://www.ieee.org) and must be submitted using EDAS (<http://edas.info>).

Accepted papers will be part of the ISCC 2011 Proceedings and will be available on **IEEE Xplore** (<http://ieeexplore.ieee.org>).

IEEE reserves the right to exclude a paper from distribution after the conference (i.e., removal from IEEE Xplore) if the paper is not presented at the conference.

The volume and variety of multimedia digital content and related services have been growing at an impressive speed in the last years. One enabling factor is the proliferation of powerful portable devices, such as smart phones, tablets and laptops. Integrated small cameras and keyboards on such devices enable people to create multimedia content in a simple way, thus dramatically enlarging the population of multimedia “producers”. At the same time, the growing popularity of Web 2.0 services, such as YouTube, Flickr, Facebook, creates a large pool of multimedia “consumers” wishing to gain ubiquitous and seamless access to content. Another exciting and promising avenue is 3D technology, which is rapidly conquering the movie and gaming industries and is also starting to be adopted in the home environment.

In many cases, multimedia content is delivered through wireless networks, which causes non-trivial problems in terms of available capacity, reliability, and delay. Improvements over the state of the art in the transmission of multimedia content over wireless networks are important in order to achieve a high quality of experience for users, allowing everybody to enjoy multimedia content at their wish.

The Sixth Workshop on multiMedia Applications over Wireless Networks (**MediaWiN 2011**) is an open forum that aims to realize such a vision by promoting the interaction and discussion between Workshop contributors. Building on the success of previous events, the Sixth edition of the MediaWiN Workshop will be again organised in association with the IEEE Symposium on Computers and Communications ([ISCC 2011](http://www.ieee.org)).

The focal topics of the Workshop include, but are not limited to, the following:

Multimedia Services Design and Characterization

- Cooperative multimedia services
- Health care, safety and emergency oriented multimedia services
- Performance studies for QoS/QoE-based multimedia streaming and VoD
- Multimedia traffic shaping and cross-layer design

Multimedia Services over Resource-constrained Wireless Networks (WSN, WPAN)

- Energy efficiency issues in protocols for multimedia over wireless sensor networks
- Scheduling and link adaptation techniques
- Resilience to node failures and network topology variations
- Low complexity cross layer techniques for multimedia over WSN or WPAN

Multimedia Services over wireless, cognitive, and opportunistic networks

- Multimedia services for cognitive wireless networks
- Multimedia services for opportunistic and delay-tolerant networks
- Car-to-car and road-to-car multimedia communications in vehicular networks
- Multimedia support over mesh and heterogeneous networks
- Context aware techniques for enhancing multimedia service support
- Mobility and handoff management
- Security issues in wireless multimedia applications
- Multimedia traffic charging and accounting techniques

Models for Multimedia Applications

- Mathematical models and quality metrics analysis for multimedia traffic services
- Measurements-based models for multimedia over wireless
- Models and tools for the simulation of multimedia traffic sources

Experimentation: Testbeds, Field Trials and Empirical Results

- Design and implementation of testbeds for multimedia over wireless
- Testing of protocols and standards for multimedia over wireless
- Experimental comparison among different multimedia over wireless solutions

Emerging Standards and Technologies for Wireless Multimedia Communications

- Recent work in standardization fora, including IEEE 802.16, 802.21, 802.11aa, 802.11s
- New network architectures for wireless communications (IEEE 802.11v, CAPWAP)
- Compression techniques, standards and evaluation