

MMM2017

23rd International Conference on Multimedia Modeling
January 4-6, 2017 in Reykjavik, Iceland



mmm2017.ru.is

Welcome to Multimedia Modeling 2017

MMM is a leading international conference for researchers and industry practitioners for sharing new ideas, original research results and practical development experiences from all MMM related areas. The conference calls for research papers reporting original investigation results and demonstrations reporting novel and compelling applications. Special sessions, keynote lectures and the Video Browser Showdown will also contribute to a high-quality program.

The topics of interest include:

Multimedia Content Analysis

Multimedia Indexing
Multimedia Mining
Multimedia Abstraction and Summarisation
Multimedia Annotation, Tagging and Recommendation
Multimodal Analysis for Retrieval Applications
Semantic Analysis of Multimedia and Contextual Data
Multimedia Fusion Methods
Media Content Linking and Threading Methods
Media Content Browsing and Retrieval Tools

Multimedia Signal Processing and Communications

Media Representation and Algorithms
Audio, Image, Video Processing, Coding and Compression
Multimedia Sensors and Interaction Modes
Multimedia Privacy, Security and Content Protection
Multimedia Standards and Related Issues
Advances in Multimedia Networking and Streaming
Multimedia Databases, Content Delivery and Transport
Wireless and Mobile Multimedia Networking

Multimedia Applications and Services

Multi-Camera and Multi-View Systems
Augmented and Virtual Reality, Virtual Environments
Real-Time and Interactive Multimedia Applications
Mobile Multimedia Applications
Multimedia Web Applications
Multimedia Authoring and Personalisation
Interactive Multimedia and Interfaces
Sensor Networks (Video Surveillance, Distributed Systems)
Social and Educational Multimedia Applications
Emerging Trends (e-learning, e-Health, Multimedia Collaboration, etc.)

Important Dates

01/08/16 – Submission Deadline
01/10/16 – Notification of Acceptance/Rejection
30/10/16 – Camera Ready and Author Registration Deadline

The conference proceedings will be published as series of Lecture Notes in Computer Science (LNCS, Springer). Authors of selected papers will be invited to publish extended versions in a special issue of the Multimedia Tools and Applications journal (MTAP, Springer)

General Chairs

Björn Þór Jónsson, Reykjavik University
Cathal Gurrin, Dublin City University

Program Committee Chairs

Laurent Amsaleg, CNRS-IRISA
Shin'ichi Satoh, NII

Demonstrations Chairs

Frank Hopfgartner, University of Glasgow
Esra Acar, Technical University of Berlin

Video Browser Showdown Chairs

Klaus Schoeffmann, Klagenfurt University
Werner Bailer, Joanneum Research

Sponsorship Chairs

Yantao Zhang, Snapchat
Tao Mei, Microsoft Research Asia

Proceedings Chair

Gylfi Þór Guðmundsson,

Local Organization Chair

Marta K. Lárusdóttir, Reykjavik University

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Call for Special Session Papers at MMM 2017

Special sessions are mini-venues, each focusing on one state-of-the-art research direction within the multimedia field. Each special session will be comprised of four to five papers. Some special sessions will have a panel format, where authors have reduced time to present their work, followed by a Q&A session with the audience.

Special session papers must follow all the guidelines for regular research papers and will be included in the conference proceedings.

SS1 – CrowdMM: Crowdsourcing for Multimedia

G. Gravier, M. Lux and M. Riegler

The power of crowds—leveraging the capabilities of a large number of human contributors—has enormous potential for multimedia research, but exploiting crowdsourcing to achieve solid results remains difficult. For this special session we seek contributions that address the fundamental challenges of crowdsourcing that prevent widespread adoption of crowdsourcing paradigms in the multimedia community. Topics of interest include:

- New applications of crowdsourcing, such as affection and intent
- Social media and game techniques in crowdsourcing
- Methodological issues for crowdsourcing studies, such as human factors and repeatability

SS2 – Social Media Retrieval and Recommendation

L. Nie, Y. Yan, B. Huet

This special session aims to call for contributions on solutions, models and theories that tackle the key issues in searching, recommending and discovering multimedia content, as well as a variety of multimedia applications based on search and recommendation technologies. Topics of interest include:

- Indexing, ranking and reranking of social media
- Entity search and recommendation in social media environments
- Representation and deep learning for social media data

SS3 – Modeling Multimedia Behaviors

P. Wang, F. Hopfgartner, L. Bai

This special session focuses on the most recent progress on modeling multimedia behavior from various aspects of human factors, such as interacting with multimedia contents, human behavior detection and recognition, behavioral mining and prediction, multimedia content distribution and streaming, etc. Topics of interest include:

- Behavior mining/monitoring using multimedia
- Interfaces and interaction with multimedia
- Multimedia sharing/streaming based on behavior models

SS4 – Multimedia Computing for Intelligent Life

Z. Chen, W. Zhang, T. Yao, K.-L. Hua, W.-H. Cheng

Recent advancement in multimedia computing has opened many avenues for multimedia computing towards more intelligent daily life. Thus, innovative algorithms as well as systems that aim at better understanding and enhancing multimedia signals regarding to intelligent life are warmly welcomed. Topics of interest include:

- Multimedia Signal Processing for Intelligent Life
- Machine Learning and Pattern Recognition for Intelligent Life
- Multimodal Signal Representation, Analysis and Visualization for Intelligent Life

SS5 – Multimedia and E-Learning

V. Oria, A.G. Hauptmann

With the emergence of Massive Open Online Courses (MOOC), universities and educational organizations can provide course materials online, usually in the form of video, slide and text comes with challenges. The aim of the special session is to present the state of the art in MOOCs, discuss challenges and define new research directions for effective e-learning. Topics of interest include:

- Support for audio/visual lecture summarization, segmentation and chaptering
- Multimodal (slides, notes, lectures, etc) course material alignment
- Ontology and knowledge management in e-learning

SS6 – Multimedia and Multimodal Interaction for Health and Basic Care Applications

S. Vrochidis, L. Wanner, E. André, K. Schoeffmann

This special session targets the most recent results and applications in the area of multimedia analysis and multimodal interaction for health and basic care. Of special interest are autonomous human-like social agents that can analyze information and learn from conversational spoken and multimodal interaction, as well as multimedia systems that support exploration of videos from medical endoscopy. Topics of interest include:

- Multimedia analysis and retrieval for multimodal interaction in the health domain
- Multimodal conversation and knowledge-based systems for social companion agents
- Content exploration and retrieval in endoscopic video

