ICCE CHINA 2013 Shenzhen

IEEE INTERNATIONAL CONFERENCE ON CONSUMER ELECTRONICS - CHINA

Owned and Organized by:

Co-Sponsored by:

Product Safety Engineering Society

SZCEC
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SECC

2013 IEEE International Conference on Consumer Electronics – China
April 11-13, 2013 | Shenzhen Convention & Exhibition Center, Shenzhen, China

IEEE Consumer Electronics Society
"Redefine electronics with connectivity and intelligence"

2013 IEEE International Conference on Consumer Electronics - China (ICCE-China 2013) will be held at the Shenzhen Convention & Exhibition Center on April 11-13, 2013, in Shenzhen, China. In parallel with the 81st China Electronics Fair (the largest electronics show in China with typically over 90,000 attendees), the conference serves as a world-class forum for scientists and engineers to share the cutting-edge innovations, forecast the trends and opportunities, and enjoy an immersive experience of China's latest technology advances in electronics. Shenzhen is a vibrant cosmopolitan city where the electronic industry developed. You are cordially invited to attend ICCE-China 2013 and to experience the fascination of Shenzhen.

The conference program will feature paper sessions and workshops, industry summits and forums, demos, tutorials, and technical tours. Topics of interest include, but are not limited to:

1. Internet of Things
2. Smart Grid, Power Systems and Renewable Energy
3. Mobile Internet and Social Computing
4. Cloud Computing and Consumer Services
5. ICT and Electronics for Healthcare
6. Big Data, Analytics and Optimization
7. Human-Device Interaction
8. Entertainment & Services
9. Image & Video Coding Processing
10. A/V Systems
11. RF & Wireless
12. Network Technology & Energy Management
13. Automotive Entertainment, Safety & Information
14. Enabling Technology

* Photos courtesy of ShenzhenTour.com and SZCEC

Full Papers:
Prospective authors are invited to submit full papers (IEEE standard format, double column, 10-point font, 6 pages maximum with 2 additional pages allowed but at an extra charge) for presentation at the conference and publication in the Proceedings.

Digest Papers:
Authors are also invited to submit digest papers (IEEE standard format, double column, 10-point font, 2 pages) to showcase results recently obtained in industry or academia. Accepted digest papers will be presented at the conference and published in the Proceedings.

All submissions should be written in English, must be electronically submitted in PDF format, and will be peer-reviewed. Accepted and presented papers will be published in the ICCE-China 2013 Proceedings and submitted to IEEE Xplore as well as major indexing services.

For more information, visit *http://www.icce-china.org*

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IEEE INTERNATIONAL CONFERENCE ON CONSUMER ELECTRONICS - CHINA

General Chair:
Zhenkun Wen, CN

Program Chair:
Chun Yuan, CN

Finance Chair:
Xiaogang Peng, CN

IEEE CE Society Liaison:
Yu Yuan, CN

Conference Coordinator:
Charlotte Kobert, US

Important Dates

➤Paper Submission Deadline: Feb 22, 2013 (EXTENDED)
➤Notification of Acceptance: Mar 8, 2013
➤Final Manuscript Due: Mar 15, 2013
➤Conference Dates: Apr 11-13, 2013

Note: To be published in the ICCE-China 2013 Proceedings and submitted to IEEE Xplore, an author of an accepted paper is required to register for the conference at the full (member or non-member) rate and the paper must be presented at the conference. Non-refundable registration fees must be paid prior to uploading the final IEEE formatted, publication-ready version of the paper. For authors with multiple accepted papers, one full registration is valid for up to 3 papers.

ICCE-China 2013 | Track Descriptions

Hot Track - Internet of Things:
Applications and Solutions (Smart Cities, Transportation, Education, Buildings, Logistics, Agriculture, Mines, Environment, etc.), Infrastructure and Enabling Technologies (Sensors & Actuators, Sensor Network & Control Area Network, Communications & Interconnections, Data Processing & Storage, Reliability, Privacy & Security, Management & Operation), Architecture and System Integration, Business Models, Social Implications.

Hot Track - Smart Grid, Power Systems and Renewable Energy:
Smart Meters, HEMS, Microgrids, Distributed Generation, Time-of-Use Pricing, Price Signals, Peak Shaving, Load Shedding, Demand Response, Power Quality, Power Electronic Devices and Systems, Fuel Cells, Super Capacitors, Advanced Batteries, Wind, Solar, Wave Energy Systems, Hydro and Microhydro Power Generation, Integrated Renewable Systems.

Hot Track - Mobile Internet and Social Computing:
Mobile Internet, Mobile Computing, Applications and Services (Mobile Payment, Mobile Entertainment, Mobile Marketing, Mobile Working, Mobile Enterprise, Mobile Government, etc.), Operating Systems and Middleware for Mobile Devices, Location Based Services, Social Recommendation, Social Advertising, Social Network Analysis, Social Media.

Hot Track - Cloud Computing and Consumer Services:
Infrastructure-as-a-Service, Platform-as-a-Service, Software-as-a-Service, Storage-as-a-Service, Data-as-a-Service, Service-Oriented Architecture, Mobile Clouds, Roaming Services in Clouds, Application Management in Clouds, Cloud Economics and Business Models.

Hot Track - ICT and Electronics for Healthcare:
Information and Communications Technology for Healthcare, Healthcare Electronics, Portable Healthcare Devices, Home Healthcare Devices, Connected Health, Mobile and Remote Healthcare Applications and Services.

Hot Track – Big Data, Analytics and Optimization:
Data Mining Technologies (Uncertainty Modeling, Spatial and Temporal Data Mining, Graph Mining, etc.), Big Data Processing and Storage, Big Multimedia Data Retrieval, Business Analytics and Optimization, Credit Scoring, Crime Modeling, Web Intelligence, Marketing and e-Commerce, Decision Analysis and Decision Support Systems.

Regular Track - Human-Device Interaction:
Human-Device Interfaces, Interactive Systems, Gesture Control, Haptics, EEG Technologies, Assistive Technology, Interactive TV, Healthcare Systems, Personalized Devices and Services, Location-based Services, Human-Computer Interaction (HCI), Experience Design, User Experience.

Regular Track - Entertainment & Services:
PVR, Cloud Services, Internet Integration, Home Robotics, Multimedia Control, Gaming Technology, Personal Multimedia Devices, Streaming & Video on Demand, Handheld & Wearable Computers.

Regular Track - Image & Video Processing:
Still & Video Cameras, Applications & Implementations, Codecs, Encoding/Decoding, Error Correction & Concealment, Quality & Sharpness Enhancement, 3D Video, Color Processing, Visual Quality Assessment, Embedded Computer Vision, GPU Processing.

Regular Track - A/V Systems:
Analog and Digital Audio, Audio Applications, Audio Receiver Processing, Content Indexing, Recording, Storage, Compression, Content Indexing, Networked A/V, Distribution, Transmission and QoS, Digital TV, 3D Displays, Quality Assessment, Digital Rights Management, Loudspeakers.

Regular Track - RF & Wireless:
Antennas, Acquisition, Digital Modulation Systems, Interference, Equalization, Spectrum Usage, Software Radio, Wireless LAN, 802.11 Standards, Bluetooth, RFID, WPAN, UWB, Mobile Broadband, Next Generation Cellular, Cloud-based Communication.

Regular Track - Network Technology & Energy Management:
Wired & Wireless Multimedia, QoS, Network Security, High Speed Signals & Interconnects, Peer-to-Peer, Personal Area Networks, Internet Appliances, Home Control, Bridges, Interoperability, Application Control, Energy Management, CE Applications of Sensor Networking.

Regular Track - Automotive Entertainment, Safety & Information:
Navigation, A/V Systems, Assistive Technology including Driver Assistance, Networks & Communication, Sensors and Control, In-Car Entertainment, Speech Interfaces, Automotive Camera Systems.

Regular Track - Enabling Technology:
Development Tools, Test Equipment, Power and Conventional Batteries, Cost Reduction, Recyclable/Green Engineering, Product Safety, Intellectual Property, Embedded & Reconfigurable Hardware, Memory & Storage, Secure Transactions, Biometrics, Encryption, Privacy, Standards.