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

**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](http://www.icce-china.org)
Important Dates

- **Paper Submission Deadline:** Feb 1, 2013
- **Notification of Acceptance:** Feb 28, 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:**

**Hot Track - Smart Grid, Power Systems and Renewable Energy:**

**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:**

**Hot Track - ICT and Electronics for Healthcare:**

**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:**

**Regular Track - A/V Systems:**

**Regular Track - RF & Wireless:**

**Regular Track - Network Technology & Energy Management:**

**Regular Track - Automotive Entertainment, Safety & Information:**

**Regular Track - Enabling Technology:**

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