

2018 IEEE BROADCAST SYMPOSIUM

9-11 OCTOBER 2018 | KEY BRIDGE MARRIOTT, ARLINGTON, VA, USA

Call for Papers – abstracts due May 1, 2018

2018 IEEE Broadcast Symposium:

Media Transmission and Consumption with Emphasis on Disruptive Technologies

The 2018 IEEE Broadcast Symposium is one of the world's preeminent technical conferences on broadcasting technology, covering the areas of multimedia broadcasting and entertainment, telecommunications, consumer electronics, and networking technologies. This year, the Symposium will be held at the Key Bridge Marriott in Arlington, Virginia on Tuesday, October 9th thru Thursday, October 11th. This year's event will offer attendees an exciting, informative, and educational three-day program with tutorials, technical sessions, and exhibits. The IEEE Broadcast Symposium is a unique event including high-level content, networking opportunities, new equipment/technology demonstrations, and the attendance of broadcast engineering industry experts and researchers from around the world. The event provides the opportunity for industry professionals and academia to collaborate on current opportunities and challenges in the field of broadcasting.

The theme of the IEEE Broadcast Symposium this year is “**Media Transmission and Consumption with Emphasis on Disruptive Technologies.**”

Accepted papers may be published in the **IEEEXplore®** digital library. Authors are encouraged to submit an extended version to **IEEE Transactions on Broadcasting** (*Impact Factor 2016: 3.765; Q1 in Electric and Electronics Engineering journals and Q1 in Telecommunications journals*) or to **IEEE Broadcast Technology**.

Topics of interest include, but are not limited to, the applications to **broadcast and broadband multimedia services** of:

Transmission

- Terrestrial and satellite delivery
- OTT operation
- Next Generation HD Radio
- Efficient RF combining
- IPTV and streaming
- Mobile TV
- Hybrid Television
- Field Trials

Quality of Experience

- Audio technologies
- Hybrid Radio
- Broadcasting in the automobile dashboard
- Databases
- Subjective methods for quality measurement
- Quality in future media services
- Objective video and audio quality assessment

Regulations

- Repack Issues
- Impacts of legacy regulation
- New audiovisual services

Next Generation Television

- ATSC 3.0

Media and Broadcasting

- Datacenters
- Cloud computing
- Big Data Applications

Production of content

- IP studio technologies
- Audio capture
- Monitors and displays
- Ultra-High definition and resolution
- Datacenters, cloud, and storage

Internet of Things

- Immersive media
- Devices and networks
- Expanding the broadcast audience from people to devices
- Broadcast applications to Smart Cities
- Security

Entertainment, Gaming, and Virtual and Augmented Reality

- Online gaming with broadcast applications
- Virtual and Augmented Reality applied to broadcasting and streaming
- New technologies and experiences for entertaining
- Interfaces and interaction
- Artificial Intelligence

5G

- Delivery of audio-visual and multimedia content through 5G networks
- High data rates transmission
- Interactivity
- Smartphone media consumption

Coding

- HEVC and new video codecs
- Improved audio codecs
- Immersive audio
- Watermarking and content protection
- Error concealment

Content Processing

- Cloud and Content management
- Recommender Systems
- Audience measurement
- Content Delivery Networks

IMPORTANT DATES

Abstract Submission Deadline: May 1, 2018

Extended abstracts of around 1000 words and the completion of a peer review process is required for papers to be considered for possible inclusion in the IEEE Broadcast Symposium conference proceedings. These conference proceedings will appear on IEEE Xplore®. Presentation-only abstracts should be about 200 words.

- **Notification of Acceptance:** June 15, 2018
- **Submission of Camera-Ready Papers:** August 23, 2018
- **IEEE Broadcast Symposium 2018:** October 9–11, 2018