

2019 IEEE BROADCAST SYMPOSIUM

1-3 OCTOBER 2019 | HARTFORD MARRIOTT DOWNTOWN, HARTFORD, CT, USA

Call for Papers – abstracts due **May 1, 2019**

2019 IEEE Broadcast Symposium:

Your place in the future of Broadcasting: how do you thrive in an industry that is rapidly changing to adopt new and disruptive technologies

The 2019 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 Hartford Marriott Downtown, Hartford, CT. 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 ***"Your place in the future of Broadcasting: how do you thrive in an industry that is rapidly changing to adopt new and disruptive technologies"***

There are 2 ways to submit papers for the symposium;

Option 1 (Not Submitting for inclusion in Xplore digital library): Submit an abstract 250 words or more to be considered as a speaker at the conference. This will not be peer reviewed, but will be evaluated by the Conference Committee for acceptance as a speaker.

Option 2 (Submitting for possible publication in the Xplore digital library): An author can choose to have their paper published in the **IEEEXplore®** digital library. Authors will be asked to submit a full version of their paper for peer review.

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 to the automobile dashboard
- 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
- DVB
- ARIB

Media and Broadcasting

- Datacenters
- Cloud computing
- Big Data Applications
- Artificial Intelligence

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
- Delivery of audio-visual and multimedia content through 5G networks
- 5G and broadcasting – competition or cooperation?
- New technologies and experiences for entertaining
- Interfaces and interaction
- 5G
- 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, 2019**

- **Notification of Acceptance:** **June 1, 2019**
- **Submission of Camera-Ready Papers:** **August 1, 2019**
- **IEEE Broadcast Symposium 2019:** **October 1-3, 2019**