

Call for Papers

Track 2 – NETWORKING SOLUTIONS FOR SOCIAL APPLICATIONS, MULTIMEDIA, AND GAMES

Track Chairs:

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Scope and Motivation:

Social applications, multimedia, and games generate a significant share of Internet traffic and have become a dominant form of social interaction on the Internet. This recent development brings significant research interests both at the network level and at the application/service level. Due to their growing prevalence and their interdisciplinary nature, social applications, multimedia, and games have also attracted research attention in different areas such as big data analytics, cloud computing, artificial intelligence, data sensing, information security, and privacy protection.

Main Topics of Interest:

The Networking solutions for social applications, multimedia and games track seeks original contributions in the following areas, as well as others that are not explicitly listed but are closely related:

- Artificial Intelligence for social applications, multimedia, and games.
- Smart moving and smart objects.
- Data Sensing.
- Distributed games engines.
- Architectures, Platforms, and Protocols.
- Human-Computer Interfaces and Human-Machine Interfaces.
- Nonvisual Interfaces.
- Mobile gaming.
- Knowledge discovery for social applications, multimedia, and games.
- Rumor source localization in large-scale, real-world networking solutions.
- Naming and routing of media streams.
- Novel multimedia applications, prototypes, demos.
- Social network influence, reputation, recommendation, community structure, and advertisement.
- Recommendation algorithms.
- Social interactions in communication networks.
- New paradigms of future communications networks.
- Business models for social applications, multimedia, and games.
- Trusted networking, privacy, and user behavior.
- Communication security for social applications, multimedia, and games.
- System architecture, protocols,
- User experience and interface technology.
- Novel applications for the social, multimedia and game scenario.