



6th Annual IEEE Consumer Communications & Networking Conference

January 11 - 13, 2009 • Las Vegas, Nevada USA

www.ieee-ccnc.org/2009



- In Conjunction with the International Consumer Electronics Show -

PRELIMINARY CALL FOR TECHNICAL SESSION PAPERS

IEEE Consumer Communications and Networking Conference, sponsored by the IEEE Communications Society, is a major annual international conference organized with the objective of bringing together researchers, developers, and practitioners from academia and industry working in all areas of consumer communications and networking.

CCNC 2009 will present the latest developments and technical solutions in the areas of home networking, consumer networking, enabling technologies (such as middleware), and novel applications and services. The conference will include a peer-reviewed program of technical sessions, special sessions, business application sessions, tutorials, workshops, posters/short papers, and demonstration sessions.

Wireless Networking for Consumer Electronics

- Wireless Home Networks
- Body and Personal Area Networks
- Vehicle Networks
- Multi-Hop Networks
- Physical and MAC Layer Issues
- Wireless LANs, WiMAX, Cellular Networks
- UWB and OFDM
- Multi-Channel Communications
- Modulation, Coding, and Diversity
- Cross Layer Optimization
- Seamless Roaming Techniques and Technologies
- Delay Tolerant Networking

Peer-to-Peer and Content Delivery

- P2P for CE Networking
- Novel CE Applications Enabled by P2P Computing
- User-Created Content Distribution
- Overlay and Application Layer Multicast
- Peercasting and Overlay Content Distribution
- Peer-to-Peer SIP
- CE Device Resource and Data Sharing
- Incentive Mechanisms
- Reputation and Trust Mechanisms
- P2P Platforms and Architectures

Personal Ad Hoc and Sensor Networks

- Mobile User Localization
- Residential RFID and Sensor Networks
- Cross-layer Design and Interactions
- Data Management and Query Processing
- Frequency and Channel Allocation Algorithms
- IEEE 802.11 and Bluetooth Based MAC
- MAC Protocols
- Physical Layer Design
- Power Control Protocols
- Pricing Models for Consumer Services
- Service Discovery in Ad Hoc Networks
- Wireless Ad Hoc and Sensor Devices

Emerging Applications & Pervasive Technologies

- Pervasive Computing and Contextual Systems
- Wearable Computers
- Smart Devices and Intelligent Environments
- Multi-Modal Interactions and Applications
- Home Automation
- Positioning and Tracking Technologies
- Embedded Platforms
- Middleware and Multi-Agents Platforms
- Personalization
- Digital Content and Digital Rights Management
- Pervasive and Innovative Applications

Entertainment & Multimedia Networking

- Entertainment Networks
- Networking for Multi-Player Gaming
- High-Definition Audio/Video Networking
- Multimedia Streaming
- Multimedia QoS Protocols
- Distributed Network Protocols for Multimedia
- Image/Video Multimedia Networks
- Streaming Protocols and Security
- Distributed Coding and Network Coding for Multimedia
- Multimedia Support over Multi-Hop Networks
- Wireless Multimedia

Security for CE Communications

- Wireless Security for Home Environments
- Firewalls and Intrusion Detection for Home Networks, PANs and BANs
- Control of Personal Data
- Worm Defenses
- Combating Phishing and Spam
- Secure Configuration
- Consumer-Friendly Security Models and Tools
- Portable Devices Disinfection
- Reputation and Trust Mechanisms
- Secure Platforms

IMPORTANT DATES

>> **Technical Papers Due:**
29 June 2008

>> **Acceptance Notification:**
14 September 2008

>> **Final Camera Ready Artwork:**
5 October 2008

COMMITTEE

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For more information on Tutorials, Special Sessions, Short Papers, Demonstrations, Workshops, and Paper Submission Guidelines: visit www.ieee-ccnc.org/2009