

## Call for Papers

### *IEEE Communications Magazine*

## Consumer Communications and Networking Series

Recent trends in consumer networking are that consumers are both creators and producers of content (albeit of varying quality!) and peer distribution is the natural model. This is one of the emerging trends that impact how consumers can use devices to create, manipulate, store, and access content — and is surely a much different view compared to only five years ago where most experts still viewed the world in terms of servers and clients, producers and consumers as distinct and separate entities....indeed, there are still dinosaur organizations out there today who are fighting a rearguard action to protect their dwindling revenue streams because they haven't been brave enough to embrace this new model. Trends like this are ones that papers for the consumer communications and networking series should address.

We have also seen the technological reach of existing solutions being applied in unconventional ways where all aspects of our digital lives are being consumed to provide novel platforms where interoperation between disparate technologies is now possible. For example, the automotive industry is now producing cars that include ad hoc networks designed to provide multimedia solutions as well as links to wide area communications via satellite networks. Using these networking capabilities and interfaces such as USB we see automobile functionality being extended. In this sense the boundaries between the car and conventional consumer devices are beginning to blur.

Perhaps the sole technology responsible for the many technological advances we see today is communications. Example communications technologies include the emergence of 3G and 4G, LTE and WiMax, Bluetooth, Zigbee, Ultrawideband, TV-band, and Powerline and Free space optical. Applications of these technologies include personal and body area networking, home networking, game networking, ad-hoc networking, and sensor networking. These networks may be connected through networking layers that are cognitive, peer-to-peer enabled, and have the properties of self organisation and management. These networks will become key enablers where we are already seeing ubiquitous content distribution models, for example, television can now be viewed wherever we are and on any devices capable of connecting to one of the many networking paradigms defined above. With these networks we can expect a platform for true innovation where content distribution will overlay these networks using compression, rights management, delivery, and appropriate quality of service mechanisms that can be seamlessly moved over these next generation networks. All of this is made possible by networking, software and middleware that present to the service designer the tools to provide ease of use, security, and stunning interactivity to the end consumer.

With this in mind the *IEEE Communications Magazine* is seeking papers that emphasize consumer networking in whatever physical environment it finds itself. Topics of interest include, but are not limited to the following:

## Scope of Contributions

- Wireless Multimedia Networks
- Body and Personal Area Networks
- Mobile Networks and Multimedia
- Emerging Wireless Technologies (Ultra Wideband, OFDM, RFID, Zigbee, etc.)
- Distributed Network Protocols for Multimedia High Definition Audio/Video Networking
- Networked Appliances
- Entertainment Networks
- P2P Algorithms and Architectures for Consumer Electronics Peer Streaming, Networking and Applications
- Home Networking and Automation
- Next Generation Networks
- Pervasive Computing and Contextual Systems
- Middleware for Networked Consumer Devices
- Media and Device Adaptation
- Architecture, Platforms and Protocols for Networked Games and Virtual Worlds.
- Social Networking and Home Entertainment
- Music and Movie Distribution Models
- Augmented Reality
- Task Computing and the Home
- Home Sensor Networks
- Autonomic Home Networking
- Zero Configuration Networking
- Digital Rights Management
- Trust in Social Networks
- Voice/Video of IP

## Submission

Articles should be *tutorial* in nature, with the intended audience being all members of the communications technology communities. They should be written in a style comprehensible to readers outside the specialty of the article. Articles should not exceed 4500 words. Figures and tables should be limited to a combined total of six. Complete guidelines for prospective authors can be found at: [http://www.comsoc.org/pubs/commag/sub\\_guidelines.html](http://www.comsoc.org/pubs/commag/sub_guidelines.html) and a brief summary is available at <http://www.comsoc.org/pubs/edbd-web/reviewformintro.html>. Please submit a PDF (preferred) or MSWORD formatted paper by May 1, 2009 via Manuscript Central (<http://mc.manuscriptcentral.com/commag-ieee>). Register or log in, and go to the Author Center. Follow the instructions there. Select the topic "December 2009/Consumer Communications and Networking Series."

## Schedule for Submissions:

Submission Deadline:	May 1, 2009
Notification of Acceptance:	August 15, 2009
Final Manuscript Due:	September 15, 2009
Publication Date:	December 1, 2009

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