

Tokyo, Japan December 13 - 16, 2022

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Panel Chairs:

Jianguan Liu, NEC Mohan Kankanhalli, NUS Balakrishnan Prabhakaran, UTD

Tutorial Chairs:

Naoko Nitta, U-Osaka Weiging Min, CAS Workshop Chairs: Ichiro Ide, U-Nagoya

Jingjing Chen, Fudan U Xirong Li, RUC

Demo & Poster Chairs:

Yoko Yamakata, UTokyo, Anita Min-Chun Hu, NTHU

Publication Chairs:

Atsushi Hashimoto, OSX, Mayu Ohtani, CyberAgent Finance Chair:

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Web & Social Media Chairs: Yuta Nakashima, U-Osaka,

Marie Katsurai, Doshisha U Sponsorship & Industry Chair: Yoji Kiyota, Lifull

Online Local Chair:

Ryosuke Furuta, UTokyo



Call for Papers

The ACM Multimedia Asia, puts together the long-lasting experience of former PCM and ICIMCS, which both have good history as well as attending experiences. It is a newly established international conference to showcase the scientific achievements and industrial innovations in the multimedia field. Its mission is to illuminate the state of the art in multimedia computing by bringing together researchers and practitioners in this field. In 2022, ACM Multimedia Asia will be held in Tokyo with an extensive program that includes technical sessions covering all aspects of the multimedia field in forms of oral and poster presentations, tutorials, panels, demonstrations, workshops, doctoral symposium and grand challenge competitions. We invite papers submission in four major themes of multimedia:

Engaging Users with Multimedia

- Emotional and social signals
- Multimedia search and recommendations Vision and language
- Summarization, analysis and storytelling

Experience

- Interactions and quality of experiences
- Art and culture
- Multimedia applications

Multimedia Content Understanding

- Multimodal integration and alignment
- Resource-efficient multimedia computing on edges

Multimedia Systems

- Systems and middleware
- Transport and delivery
- · Data systems management and indexing

Highlights of ACM Multimedia Asia 2022

Scientific Diversity: We focus on top-quality international research that covers a full diversity of all fields of multimedia research including a variety of media modalities by addressing both technological and practical challenges.

Scientific Quality: Reviewers follow explicitly formulated reviewer guidelines. Outstanding reviewers will be acknowledged at the conference awards ceremony.

Location and Venue

The conference will be held in Tokyo, the most safety, attractive, and convenient city located in Japan. Our venue, the Yayoi Auditorium in The University of Tokyo, is in the heart of the city, and is easily reachable from all over the world.

Important Dates

Regular/Short Papers (Full Track) Submission **Demo Papers Submission** Regular/Short Papers (Full Track) Notification **Demo Papers Notification** Workshop Papers Notification

July 22, 2022 August 19, 2022 September 16, 2022 September 23, 2022 September 30, 2022

