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 play a substantial role in shaping Internet traffic and have emerged as a dominant mode of social interaction online. This recent trend has sparked significant research interests, both at the network level and in terms of application and service development. Moreover, with the advent of the metaverse, research focus within these domains has expanded to encompass virtual worlds, immersive experiences, and social interactions in virtual environments. Given their increasing prevalence and interdisciplinary nature, social applications, multimedia, and games have also garnered research attention across diverse fields, including 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.
- Architectures, Platforms and Protocols.
- Business models for social applications, multimedia, and games.
- Communication security for social applications, multimedia, and games.
- Data Sensing.
- Distributed games engines.
- Ethical considerations in social applications, multimedia, and games
- Gamification and game-based learning in applications
- Human-Computer Interfaces and Human-Machine Interfaces.
- Immersive storytelling and narrative techniques in multimedia and games
- Knowledge discovery for social applications, multimedia, and games.
- Metaverse, virtual worlds, immersive experiences.
- Naming and routing of media streams.
- New paradigms of future communications networks.
- Nonvisual Interfaces for accessibility and/or Virtual Reality.
- Novel applications for the social, multimedia and game scenario.
- Smart moving and smart objects.
- Social computing and collective intelligence
- Social influence and persuasion in multimedia and games
- Social interactions in communication networks.
- Recommendation algorithms.
- Rumor source localization in large-scale, real-world networking solutions.
- User profiling and behavior analysis

- User engagement and retention strategies in social applications and games
- Virtual reality and augmented reality applications

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