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## Call for Papers

### Track 1 – Networking Solutions for Games, Multimedia, Social Good, and P2P Apps

#### Track Chairs:

Silvia Mirri, University of Bologna, Italy

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#### Scope and Motivation:

Networking solutions for Games, Multimedia, Social Good and P2P applications generate a significant share of the Internet traffic and have become a dominant form of social interaction on the Internet. This recent development brings significant research interests on the interplay between physical communications networks and social networks. Due to its increasing prevalence and interdisciplinary nature, such networks have also attracted research attention to a number of related technical areas, including cloud computing, big data analytics, data mining, information security and privacy protection.

#### Main Topics of Interest:

The networking Solutions for Games, Multimedia, Social Good, and P2P Apps track seeks original contributions in the following areas, as well as others that are not explicitly listed but are closely related:

- Knowledge discovery with big mobile data analytics and information dissemination and propagation.
- Rumor source localization in large scale, real world networking solutions for Games, Multimedia, Social Good and P2P.
- Naming and routing of media streams
- Novel multimedia applications, prototypes, demos
- Network modeling, analysis, measurements, and experiments using big data and data mining for better understanding of social network influence, reputation, recommendation, community structure, and advertisement etc.
- Convergence and interplay between networks and the underlying communications platforms, including characterization of social interactions in mobile communication networks and analysis of network from communication theory perspective.
- Influence of social networks on communications networks design and operation as well as subsequent development of new paradigms of future communications networks
- Numerical and analytical techniques as a foundation to enable social networks of massive networked (big) data (e.g., belief and message propagation, computational intelligence and machine learning, game and economical analysis, graph theoretical analysis, etc.)
- Trusted networking, privacy and security, user behavior and dynamics, and digital right management for big data from social networks.
- System architecture, protocols, middleware and software engineering, terminal technology, user experience and interface technology, deployment and operations, and standards for social networks
- P2P applications and services to mobile Internet, multimedia networks, mobile-commerce, cyber-physical systems, and their potential social, economic, and cultural impacts
- New applications of large networking solutions analysis and relational structure to design advanced wireless communication networks, and interplay with network science areas such as physics and biology

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