41st IEEE International Conference on Consumer Electronics (ICCE 2023)
Consumer Technology Innovations For Better Life
6-8 January 2023 // Las Vegas, NV, US // In person.

CALL FOR DEMOS and POSTERS

The 41st IEEE International Conference on Consumer Electronics (ICCE 2023) is the IEEE Consumer Technology Society's annual flagship conference that will take place in conjunction with CES. ICCE 2023 will bring together top professionals from industry, government, and academia from around the world. The theme of the conference is "Consumer Technology Innovations For Better Life". The conference will provide networking opportunities for participants to share ideas, designs, and experiences on the state-of-the-art and future direction of consumer technologies. ICCE 2023 will feature comprehensive high-quality technical and industry programs covering traditional and contemporary topics delivered through lecture, and interactive oral presentations, tutorials, industry forums, mixed panels and high-profile keynotes.

Authors should register under the "Full" registration category to get their papers published in the Conference Proceedings and IEEE Xplore®. Authors with multiple papers must register each paper separately with the requisite fee. Authors of selected papers with the highest reviews may be invited to extend their conference papers into high quality journal papers to special issues of peer-reviewed journals of CTSoc (e.g., IEEE Transactions on Consumer Electronics and IEEE Consumer Electronics Magazine). For the details and updates, please visit the conference website at https://icce.org.

We are calling for DEMOS and POSTERS in the following Tracks. Please submit using the conference website at https://edas.info/newPaper.php?c=29720

- Security and Privacy of CE Hardware and Software Systems
- Internet of Things, Internet of Everywhere, and Edge Computing
- Energy Management of CE Hardware and Software Systems
- Consumer Systems for Healthcare and Wellbeing
- Machine Learning, Deep Learning and AI in CE
- Quantum Computing & Simulation
- Quantum Communication Systems
- Poster submissions should be made via EDAS (SS01: Poster)
- RF, Wireless, and Network Technologies
- Audio/Video Systems and Signal Processing
- Human-Machine Interaction and User Experience
- Smartphone and Mobile Device Technologies
- Virtual Reality, Augmented Reality, and Displays
- Blockchain in next generation communications and networks
- Applications and services based on blockchain
- Sensors and Actuator Systems
- Entertainment and Gaming
- Automotive CE Applications
- Application-Specific CE for Smart Cities and beyond 5G
- Software in Consumer Technologies
- Blockchain and Cryptocurrency
- Metaverse, Digital Fashion, NFTs
- Demo submissions should be made via EDAS (SS02: DEMO).

Submissions should be a two-page abstract/proposal that the IEEE formatting guidelines: refer to the IEEE submission instructions for details. Be as specific as possible in describing what you will demonstrate or display as poster or demo. Accepted and presented abstracts will be submitted to IEEE Xplore®.

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IMPORTANT DATES
Poster Submission: Nov. 20/2022
Poster Acceptance: Nov. 25/2022
Poster Camera Ready Paper: Nov. 30/2022

Demo Submission: Nov. 20/2022
Demo Acceptance: Nov. 25/2022
Demo Camera Ready Paper: Nov. 30/2022

Full details of submission procedures available at https://icce.org/

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