

CALL FOR PAPERS

SPECIAL ISSUE ON "INTERACTIVE MEDIA: TECHNOLOGY AND EXPERIENCE"

Springer Multimedia Tools and Applications

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MOTIVATION

This MTAP Special Issue focuses on novel forms of interactive media experience. It will publish recent advances regarding the shifting balance between lean-back passive TV and Web-based media experience, and lean-forward interactivity. This shift is scientifically interesting in new forms of collaborative content creation, controlling the media with a companion screen, and more advanced forms of audiovisual content interaction. Therefore, new media formats and consumption paradigms have emerged that allow for new types of interactivity. Beyond entertainment, interactive audiovisual content has strong potential for learning and support scenarios.

In this Special Issue we seek technological research on more active interaction with audiovisual content, e.g. collaborative hypermedia generation, social media integration, game-like interfaces, or intelligent storytelling and narrative engines. Solicited contributions shall deal with both recorded and live media access. Mobile and domestic experience may be investigated. Interesting research questions to be addressed are for instance: How can forms of (inter-)active media access be designed to be interwoven with passive experience modes? How does the balance between active and passive consumption affect the Quality of Experience? How can interactivity enhance the experience of people watching together, even when they are in disjoint locations? How can content personalization be enhanced through interactivity, and at which abstraction level do users want to interact? What do recent studies on interaction with content in the realm of social media sharing reveal? How can we understand how users want to use physical devices to interact? Which requirements for content production do new forms of interactive media imply? Which technical advances are needed to allow the industry to offer more interactive media services?

Topics of interest are:

- Enabling technologies
 - Tools/Formats/Technologies for content adaptation, rendering and converting for a wide variety of devices and delivery channels
 - Research on interactive content delivery and synchronization
 - Automatic content analysis
 - Authoring tools and players, especially author support
 - New forms of interaction like VR goggles, wearables, and cyber-physical systems

- Approaches for interactive personalization and recommendation
- Technologies for passive experience and lean-forward interaction
- Experiences
 - QoS and QoE
 - Ways of interaction
 - Personalized and Collaborative multimedia experience and creation
 - Studies and foundations from the social sciences
 - Approaches for inclusion and improved accessibility (e.g. automatic content enhancement for special needs)
- User Interaction
 - Interaction concepts and methods of feedback
 - User studies that evaluate new types of content interaction (joint interaction of groups, balance between active and passive media consumption, trends)
 - Research on natural interaction techniques
 - Experiments on multi-modal interaction and social signal processing, especially gesture control and speech recognition
- Content
 - New types of content (e.g. content from gaming and VR domains, adaptable content, content of variable length, content captured by novel types of sensors)
 - Recommendations, standards and formats
- Best practices in all areas listed above
- Future challenges

IMPORTANT DATES

Manuscript Submission: December 20, 2015

First Round Decision: February 15, 2016

Revised Manuscript: March 1, 2016

Second Round Decision: April 15, 2016

Revised Manuscript: May 1, 2016

Notification of Acceptance: June 1, 2016

Final Manuscript: July 1, 2016

SUBMISSION DETAILS

All the papers should be full journal length versions (18-30 pages) and follow the guidelines set out by Multimedia Tools and Applications:

<http://www.springer.com/computer/information+systems+and+applications/journal/11042>

Manuscripts should be submitted online at <https://www.editorialmanager.com/mtap/choosing> "INTERACTIVE MEDIA: TECHNOLOGY AND EXPERIENCE" as article type. All the papers will be peer reviewed following the MTAP reviewing procedure.

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