

Workshop: 4th IEEE International Workshop on Future Multimedia Networking

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Session I - Chair: Prof. Marco Roccetti (University of Bologna, Italy)

Welcome and Keynote

Keynote Speech: Dr Giovanni Pau, UCLA, US

Talk: Multimedia Applications Over Vanets

Bio: Dr. Giovanni Pau holds the Italian Laurea doctorate in Computer Science and a PhD in Computer Engineering awarded by the University of Bologna, Italy in 1998 and 2002 respectively. He is currently a research scientist with the UCLA Computer Science Department and his main research interests lie in the area of Vehicular Ad Hoc Networks and Urban Sensing. He is currently leading the UCLA vehicular laboratory aimed at building a publicly available vehicular testbed for the research community. Dr. Pau published more than 50 scientific papers in international conferences and archived journals. He is serving as Associated Editor for the Elsevier International Journal of Ad Hoc Networks and the Springer International Journal on Peer to Peer Systems. Dr. Pau served as Vice Chair for North America for the IEEE COMSOC Multimedia Technical Committee and he serves in the technical program committee of several conferences including IEEE ICC, IEEE GLOBECOM, ACM MobiHoc, ACM VANET, IEEE SECON, and IEEE MASS.

Session II - Chair: Prof. A. El Rhalibi (Liverpool John Moores University, UK)

Creative Testbeds for VANET Research: A New Methodology

Alessandro Amoroso (University of Bologna, Italy); Gustavo Marfia (Università di Bologna, Italy); Marco Rocchetti (University of Bologna, Italy); Giovanni Pau (UCLA, USA)

The Effect of Router Buffer Size on Subjective Gaming Quality Estimators based on Delay and Jitter

Jose Saldana (University of Zaragoza, Spain); Julián Fernández-Navajas (University of Zaragoza, Spain); José Ruiz (University of Zaragoza, Spain); Eduardo Antonio Viruete Navarro (University of Zaragoza, Spain); Luis Casadesus, Sr. (University of Zaragoza, Spain)

Augmenting Augmented Reality with Pairwise Interactions: The Case of Count Luigi Ferdinando Marsili Shooting Game

Marco Rocchetti (University of Bologna, Italy); Gustavo Marfia (Università di Bologna, Italy); Alessandro Amoroso (University of Bologna, Italy); Simona Caraceni (University of Bologna, USA); Angelo Varni (University of Bologna, USA)

An Architecture for Complex P2P Systems

Sebastian Holzapfel (University of Duisburg-Essen, Germany); Arno Wacker (University of Kassel, Germany); Torben Weis (Universität Duisburg-Essen, Germany); Matthäus Wander (University of Duisburg-Essen, Germany)

Session III - Chairs: Dr Claudio Palazzi (University of Padua, Italy)

AREEB: Automatic REfrain Extraction for ThumbNail

Alessio Mellina (STMicroelectronics, Italy); Alexandro Sentinelli (ST Microelectronics, USA); Gustavo Marfia (Università di Bologna, Italy); Marco Rocchetti (University of Bologna, Italy)

Evaluation of a Quadric-Based Surface Adaptive LOD for MPEG-4 FA

Abdenmour El Rhalibi (Liverpool John Moores University, United Kingdom); Madjid Merabti (Liverpool John Moores University, United Kingdom)

Movement Pattern Recognition through Smartphone's Accelerometer

Armir Bujari (University of Padua, Italy); Bogdan Licar (University of Padua, Italy); Claudio E. Palazzi (University of Padua, Italy)

DIS Planning Algorithms Evaluation

Abdenmour El Rhalibi (Liverpool John Moores University, United Kingdom); Madjid Merabti (Liverpool John Moores University, United Kingdom)

Session IV (Chair: Dr Gustavo Marfia)

Influence of Online Games Traffic Multiplexing and Router Buffer on Subjective Quality

Jose Saldana (University of Zaragoza, Spain); Julián Fernández-Navajas (University of Zaragoza, Spain); José Ruiz (University of Zaragoza, Spain); Eduardo Antonio Viruete Navarro

(University of Zaragoza, Spain); Luis Casadesus, Sr. (University of Zaragoza, Spain)

Automatic Audio Routing for Home Entertainment”

Davide Pesavento (University of Padua, Italy); Martina Astegno (University of Padua, Italy);
Claudio E. Palazzi (University of Padua, Italy)

ATTN-SPAN: Automatic summarization of long form primary source media into digestible episodes

Daniel Schultz (Massachusetts Institute of Technology, USA); Henry Holtzman (MIT Media Lab, USA)

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