Special Issue on
Social Multimedia Computing: Challenges, Techniques, and Applications

TOPICAL THEME

The explosive growth of social multimedia content on the Internet is revolutionizing the way of content distribution and social interaction. Often, multimedia content such as photos and videos pervade social networking sites such as FaceBook, and content-sharing sites such as YouTube also support social networking. This hybrid of multimedia and social media (referred to as social multimedia) has the great potential to change the manner in which we communicate and collaborate each other, and presents a new computing paradigm in the Internet era. By focusing on the study of analyzing, modeling and utilizing social multimedia, social multimedia computing is emerging as a multi-disciplinary research and application field between computational social science and multimedia technology. In a broad sense, social multimedia computing can be used in any application area and social platform that gives rise to social multimedia as input data, such as online social media communities, interactive entertainment, business and public sector applications. Meanwhile, it can also offer different avenues for research and engineering in the multimedia domain by improving existing multimedia applications and spawning novel attractive applications (e.g., YouTube’s video response feature).

Like any emerging research field, social multimedia computing has many unsolved problems. The field, however, is vibrant, and the challenges that are presented to social science and multimedia research are exciting indeed. The goal of this workshop is to present a concise reference of state-of-the-art efforts in social multimedia computing, and in particular the entailed opportunities and challenges fostering some interesting future developments in social multimedia computing research and applications which will shape the discipline in years to come. Specifically, the workshop is intended to present both survey and original research articles on emerging theoretical and technological developments for applying knowledge from social studies to design and improve multimedia applications, as well as using multimedia technology and tools to enable more powerful social interaction and to study and model social behavior and organization dynamics in a multimedia social network. It also focuses on the promising applications of social multimedia computing in online content-sharing and videoblogging services, multimedia communication and networking, social multimedia search, interactive services and entertainment, social services and security applications. We believe this workshop will offer a timely meeting to benefit social scientists and multimedia scholars and provide exciting new insights both on the social phenomena being studied and on the development of multimedia research.

Topics of interest include, but are not limited to

- theoretical underpinnings and computational infrastructure of social multimedia computing;
- multimedia social network analysis, in particular on large-scale datasets;
- social multimedia search, especially the search and ranking algorithms from collaboratively tagged images, and online user-generated videos;
- social multimedia mining and learning from user data (e.g., users’ behaviors, preferences, or interests), social context (e.g., social network, structure and
relationships) and socially collected data (e.g., metadata from social activity, collaboratively tagged data, and vlogs);

- multimedia communication and networking by utilizing multimedia social network analysis;
- the design and development of new multimedia social interaction tools;
- privacy and copyright issues over social multimedia data;
- distributed/parallel algorithms and paradigms for large-scale social multimedia computing, and
- novel and challenging applications of social multimedia (e.g., interactive services and entertainment, social services and security applications).

IMPORTANT DATES

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<td>Paper submission deadline</td>
<td>November 1, 2012</td>
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<td>Notifications of the first round of reviews</td>
<td>February 1, 2013</td>
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<td>Deadline of the revised submissions</td>
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<td>Final decisions for all the accepted papers</td>
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PAPER SUBMISSION

Prospective authors should submit high quality and original contributions that have not appeared, nor are under consideration, in any other journals. Submissions should follow the guidelines of Journal of Multimedia, which can be found at: [http://academypublisher.com/jmm/authorguide.html](http://academypublisher.com/jmm/authorguide.html). When submitting a paper to the Special Issue, please choose Track on "Social Media Computing: Challenges, Techniques, and Applications" at the JMM’s EDAS submission page. For further questions or inquiries, please contact the corresponding Guest Editor, Dr. Yonghong Tian by Email at: yhtian@pku.edu.cn.

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