

Call for Papers

--- Special Section on Multimedia Information Security and Enrichment ---
-Further linkages between cyber and physical -
submit by March 17, 2025 (final extension), published in April 2026

The IEICE Transactions on Information and Systems announces that it will publish a special section entitled "Special Section on Enriched Multimedia" in April 2026.

The global impact of the novel COVID-19 has led to the practical application of virtual offices, and the 6G mobile communication system is expected to realize realistic communications, including metaverse and tele-surgery. Smooth interaction between humans and machines through these multimedia media will require further refinement of VR, AR, holograms, and so on. Research and development of cyber-physical systems is accelerating along with elemental technologies such as machine learning for media and IoT for control systems as well as measurement systems. In the process, security technologies to protect newly discovered values of things and events, or to prevent malicious influences that deceive machines and humans, such as GANs and fake news, are also being developed. As the importance of content creation and processing technologies grows, so does the diversity and complexity of these technologies. At the same time, it is necessary to promote the realization and utilization of these technologies, and at the same time, to strengthen the security of multimedia or security by media, as research on high-performance multimedia that supports further linkages between cyber and physical.

1. Scope

This special section aims at the timely dissemination of research in these areas. Possible topics include, but are not limited to:

- *Protect content value* (Content Security, Non-Fungible Token, Access Control, Fingerprinting, Steganography)
- *Develop content value* (Content Integration, Cross-media Retrieval, Media Restoration, Machine Learning for Media Applications, Multimedia Abstraction)
- *Create content value* (Content Design, Realistic Media Creation, Universal Media, Digital Entertainment)
- *Measure content value* (Content Evaluation, Image/Audio Quality Measurement, Perception/Cognitive Metrics, Human Audiovisual System)

2. Submission Instructions

- A manuscript should be prepared according to the guideline given in "The Information for Authors" (https://www.ieice.org/eng/shiori/mokuji_iss.html). We encourage the authors to use the IEICE Style File (<https://www.ieice.org/ftp/index-e.html>). The preferred length of the manuscript is 8 pages for a PAPER and 2 pages for a LETTER with the format determined by the IEICE Style File.
- Submit the manuscript through the IEICE Web site (https://review.ieice.org/regist/regist_baseinfo_e.aspx). Choose "[Special-MU] Enriched Multimedia" in the menu of "Journal/Section" on the submission page. Do not choose "[Regular-ED] Information and Systems" or other special sections.
- Authors must agree to the "Copyright Transfer, Article Processing Charge Agreement, Notices from the IEICE, and Privacy Policy" via electronic submission.
- Submission deadline of the manuscript is March 17, 2025 (final extension).

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*** Upon accepted for publication, all authors, including authors of invited papers, should pay the article processing charges covering partial cost of publication around September 2025. If payment is not completed by 15 October 2025, your manuscript will be handled as rejection.**

- * The standard period of 60 days between the notification (of conditional accept) and the second submission can be shortened according as the review schedule.
- * If there are non-members among the authors, we recommend that the authors take this opportunity to join the IEICE. For detailed information on the IEICE Membership Application, please visit the web-page, https://www.ieice.org/eng_r/join/individual_member.html. If all authors are non-members, the article processing charge for non-members will be applied, except for invited papers.
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