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# CALL FOR PAPERS

## International Conference on Consumer Technology – Pacific (ICCT-Pacific 2025)

March 29-31, 2025 / Matsue, Shimane, Japan.

The 2025 IEEE International Conference on Consumer Technology - Pacific (ICCT-Pacific 2025) will be convened in Matsue City, Shimane, Japan, as the first annual conference hosted by IEEE Consumer Technology Society (CTSoc). ICCT-Pacific 2025 will bring together top professionals from industry, government, and academia in Asia-Pacific region and around the world. The conference theme is "Building Sustainable Society with Consumer Technology". ICCT-Pacific 2025 will provide networking opportunities to share ideas, experiences, and implementations of state-of-the-art consumer technologies with comprehensive and high-quality technical and industry programs of oral/panel presentations, tutorials, industry forums, and keynotes. Authors of selected papers with the highest reviews may be invited to extend their papers into special issues of peer-reviewed journals of CTSoc, IEEE Transactions on Consumer Electronics and IEEE Consumer Electronics Magazine. For the details, please visit the conference website at <https://2025.icct-pacific.org/>.

### IMPORTANT DATES

Paper Submission:	<b>December 6, 2024</b>	Proposal Submission:	<b>October 24, 2024</b>
Paper Acceptance:	<b>December 27, 2024</b>	Proposal Acceptance:	<b>October 31, 2024</b>
Camera Ready Paper:	<b>January 17, 2025</b>		

Full details of submission procedures available at <https://2025.icct-pacific.org/>

### Core Topics

The topics covered by ICCT-Pacific 2025 include, but are not limited to,

- ✓ Application-Specific CE for Smart Cities (SMC)
- ✓ Audio/Video Systems and Signal Processing (AVS)
- ✓ Automotive CE Applications (CEA)
- ✓ Consumer Communications Networks and Connectivity (CCN)
- ✓ Consumer Power and Energy (CPE)
- ✓ Machine learning, Deep learning and AI in CE (MDA)
- ✓ Sensors and Actuators (SEA)
- ✓ Consumer Systems for Healthcare and Wellbeing (CSH)
- ✓ Entertainment and Gaming (ENT)
- ✓ Human-Machine Interaction and User Experience (HMI)
- ✓ Quantum in Consumer Technology (QCT)
- ✓ Security and Privacy of CE Hardware and Software Systems (SPC)
- ✓ Smartphone and Mobile Device Technologies (MDT)
- ✓ Virtual Reality, Augmented Reality and Metaverse (VAM)
- ✓ Education Technologies (EDT)
- ✓ Generative AI and Large Language Model (GAL)
- ✓ MEMS and Semiconductor Devices (MSD)
- ✓ Physical Unclonable Function and Cryptography (PUC)
- ✓ Web 3 and Blockchain (WEB)

### ORGANIZED SESSION PROPOSALS

ICCT-Pacific 2025 solicits proposals for organized sessions within the technical scope of the conference. Organized sessions supplement the regular program of the conference and provide a sample of the state-of-the-art research in both academia and industry in special, novel, challenging, and emerging topics. Submit proposals to [icctpacific@gmail.com](mailto:icctpacific@gmail.com)

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