

**2ND INTERNATIONAL CONFERENCE ON MOBILE AND UBIQUITOUS MULTIMEDIA**  
**10-12 December 2003 in Norrköping/Linköping, Sweden**  
Conference Web Site: [www.santaanna.se/mum2003](http://www.santaanna.se/mum2003)

The goal of the MUM2003 conference is to provide an international forum for presenting recent research results on mobile and ubiquitous multimedia, and to bring together experts from both academia and industry for a fruitful exchange of ideas and discussion on future challenges.

The program includes keynote presentations and tutorials by leading experts and contributed papers describing recent progress in mobile and ubiquitous multimedia. The papers presented in the conference will be published in the conference proceedings, which will be offered to international publishers. Best Paper and Best Student Paper awards will be presented for outstanding contributions.



### IMPORTANT DATES

- \* Submission deadline: September 29, 2003 [Extended]
- \* Notification of acceptance: October 22, 2003 [Extended]
- \* Final version and early registration due: November 10, 2003 [Extended]

### CONFERENCE TOPICS

*Submissions are solicited on, but not limited to, the following topics on mobile and ubiquitous multimedia.*

- \* architectures, protocols, and algorithms to cope with mobility, roaming, limited bandwidth, or intermittent connectivity
- \* case studies, field trials and evaluations of new applications and services
- \* HCI, interaction design and techniques, user-centered studies
- \* intelligent, aware, proactive, and attentive environments, perception and modeling of the environment
- \* middleware and distributed computing support for mobile and ubiquitous multimedia
- \* mobile computer graphics, games and entertainment
- \* novel adaptive/context-aware/mobile/ubiquitous/wireless multimedia applications and systems
- \* streaming mobile multimedia



### KEYNOTE SPEAKERS

Dr. Mark Billinghurst, HIT Lab, New Zealand  
Kristoffer Åberg, Sony Ericsson Mobile Communications AB

### PAPER AND DEMO SUBMISSION

Submissions are requested in form of a full paper of at most 5000 words. Papers and demos should be submitted electronically via the conference web site.

### PROGRAM COMMITTEE

Berglund, Erik, Demo Chair	Linköping University, Sweden
Brown, Barry	Glasgow University, UK
Carlshamre, Pär	Linköping University, Sweden
Chalmers, Alan	Bristol University, UK
Crisler, Ken	Motorola Labs, USA
Doermann, David	UMIACS, USA
Dykstra-Erickson, Elizabeth	Kinoma Inc, USA
Ebert, S., David	School of Electrical and Computer Engineering, USA
Eriksson, Henrik	Linköping University, Sweden
Holmlid, Stefan	Linköping University, Sweden
Holmquist, Lars-Erik	Viktoria Institute, Sweden
Höök, Kristina	Swedish Institute of Computer Science, Sweden
Juhlin, Oskar	Mobility Interactive Institute, Sweden
Kymäläinen, Pasi	Helsinki University of Technology, Finland
Nadim-Tehrani, Simin	Linköping University, Sweden
Niemela, Eila	VVT, Finland
Ojala, Timo	MediaTeam, Oulu University, Finland
Ollila, Mark	Linköping University, Sweden
Pulli, Kari	Nokia, Finland
Rantzer, Martin, Chair	Ericsson AB and Santa Anna IT Research Institute
Rauterberg, Matthias	Technical University Eindhoven, Netherlands
Shahmehri, Nahid	Linköping University, Sweden
Squire, David	Monash University, Australia
Steinhage, Axel	Ruhr-Universität and Infineon Technologies AG
Veijalainen, Jari	University of Jyväskylä, Finland