Journal of the
AUDIO ENGINEERING SOCIETY
CALL for PAPERS

SPECIAL ISSUE ON
INTELLIGENT AUDIO PROCESSING, SEMANTICS, AND INTERACTION

Guest Editors
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Intelligent audio processing holds a key role in the upcoming trends toward the transition to semantic services (i.e. Web 3.0). Intelligent processing can facilitate audio production automation, machine-assisted speech and music synthesis, sound effects generation and assisted sound design, recommendation systems, and others. Typical examples of intelligent audio processing methods are audio and music information retrieval, audiovisual matching and alignment, content validation and authentication, sound-based multimedia forensics, semantically enhanced Human-Machine Interaction (HMI), emotion recognition, and sentiment analysis. They incorporate recognition, detection, and classification using various data representations and modalities to deduce information about the content on a semantically high level to support the consumer in identifying, organizing, exploring and interacting with audio content.

This special issue was motivated by the success of the Audio Mostly 2015 (AM15) conference that took place 7-9 October 2015 in Thessaloniki, Greece, under the theme "Sound, Semantics and Social Interaction." The current special issue invites papers from researchers covering the numerous interdisciplinary areas between acoustics, signal processing, machine learning, multimedia semantics and multimodal interaction, where audio and intelligent audio processing hold a key role. Original papers presenting unpublished work related to research in, but not restricted to, the topics listed below are invited for consideration in this special issue, including significantly extended and updated research that was presented in AM15.

PROPOSED TOPICS

Intelligent audio-music production and interaction

Assisted sound effects generation/automation

Audio recognition and semantic conceptualization

Speech recognition and synthesis

Multimodal interactive applications

Audio in mobile systems and in gaming interaction

Spatial/3D audio interaction in films and games

Collaborative audio processing

Semantically enhanced social sharing of audio and music

Music and audio recommendation systems

Audio content validation and authentication

Audio behavioral and sentiment analysis

Context-aware and emotional audio cognitive systems

Audio and Music Information Retrieval

Content summarization, documentation, and management

Audio-driven multimedia matching and alignment

AUTHOR GUIDELINES

Submit complete 4- to 8-page papers by February ~~15~~, 2016, extended to Feb. 29. All submissions will be peer-reviewed according to standard JAES review procedures. Authors who wish to submit already published "Audio Mostly 2015" papers and AES conference papers relat-ing to this topic may do so provided that they are revised and expanded as stated in our Author Guidelines found at: http://www. aes.org/journal/authors/guidelines/. Papers should be submitted online at: http://www.aes.org/journal/submit/. When submitting a paper, please do so under the article category "Special Issue (Intelligent Audio Processing)" rather than Research Paper or Engineering Report. It is aimed to publish this special issue in July/August 2016, and a strict reviewing and revision schedule will be introduced to this end, although this date is subject to possible change.

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