

AUDIO ENGINEERING SOCIETY

CALL for PAPERS AES 44TH CONFERENCE Audio Networking San Diego, CA, USA

Dates: November 18–20, 2011, **Location:** San Diego
Chair: Nathan Brock, 44th_chair@aes.org



Recent advances in networking technology and the availability of high-bandwidth connectivity have made audio networking a rapidly growing area in the AES. Increasingly, broadcasters connect with remote correspondents and audiences via the Internet, audio installations communicate in-house and with distant collaborators using LANs or WANs, businesses hold intercontinental meetings via high-definition video conferencing systems, and musicians perform together over thousands of miles in distributed concerts. The AES 44th International Conference will focus on recent advances in audio networking, including applications for live sound, studio installations, commercial applications, archiving and preservation, remote auditioning, pedagogy, performance over networks, and other use cases. In addition to paper sessions, the conference will consist of invited speakers, panel discussions of topics central to audio networking, and several invited technology demonstrations.

The Committee will be accepting submissions of FULL PAPERS. Four- to ten-page papers should be submitted no later than June 7, 2011 online at www.aes.org/44th_authors. All papers should be clearly related to issues in audio networking. During the online submission process, you will be asked whether you wish your paper to be considered for an upcoming special issue of the *AES Journal* devoted to topics in audio networking. The Review Committee of the AES 44th International Conference will determine which papers will be accepted and will notify authors by August 22, 2011. These authors could be required to revise these papers; if so, revisions will be due by September 13, 2011.

PROPOSED TOPICS FOR PAPERS (including, but not limited to)

Distributed/Telematic performance

- Systems for low-latency WAN audio
- Video/audio integration and synchronization
- Aesthetics of network performance
- Mixing techniques and multisite recording
- Prediction methods for delay mitigation
- Human factors in distributed performance

Remote collaboration

- Cinema post-production
- Remote recording
- Virtual studios

Broadcasting

- Connecting field reporters to studios
- Distributing content to end-users
- Synchronization

Audio LANs

- Studios
- Installed sound
- Live sound
- Audio transport mechanisms
- Word-clock distribution

Teleconferencing and Telemedicine

- Spatialization and localization
- Latency management

Streaming audio for gaming

Real-time audio codecs

- Low-latency codecs

Teaching applications

- Remote music auditions
- Distributed master classes
- Improved audio for Internet classrooms

Audio archiving and preservation utilizing networks

- Preserving networked collaborations
- Networking tools for multinodal archives
- High-speed file transfer protocols

Control protocols

Consumer devices

- Control of audio devices over home networks
- Internet-based media streaming devices for consumers
- Streaming media between devices over home networks

SCHEDULE FOR PAPERS

Please submit complete 4- to 10-page papers at www.aes.org/44th_authors by **2011 June 7**.

If you have any questions, contact papers chair Chris Chafe at 44th_papers@aes.org

Papers deadline: 2011 June 7

Acceptance emailed: 2011 August 22

Revised paper deadline: 2011 September 13

For updates on the conference go to www.aes.org/conferences/44