



# MMM 2025

31ST INTERNATIONAL CONFERENCE ON MULTIMEDIA MODELING  
JANUARY 8 - 10, 2025  
NARA, JAPAN



## Call for Papers

### Important Dates:

Regular and Special Session Paper Submission:

19 August 2024 (**Extended**)

Demo Paper Submission:

2 September 2024 (**Extended**)

Video Browser Showdown Submission:

27 September 2024 (**Extended**)

Regular, Special Session and Demo Paper

Notification: 9 October 2024 (**Extended**)

Camera Ready Version and Registration:

23 October 2024

### Organizing Committee:

#### Honorary Chairs

Kiyoharu AIZAWA (The University of Tokyo, Japan)

Noboru BABAGUCHI (Fukui University of Technology

/ Osaka University, Japan)

#### General Chairs

Ichiro IDE (Nagoya University, Japan)

Yiannis KOMPATSIARIS (CERTH-ITI, Greece)

ChangSheng XU

(Chinese Academy of Sciences, China)

Keiji YANAI

(University of Electro-Communications, Japan)

#### Program Coordinator:

Chong-Wah NGO

(Singapore Management University, Singapore)

Shin'ichi SATOH

(National Institute of Informatics, Japan)

#### Technical Program Chairs:

Wei-Ta CHU

(National Cheng Kung University, Taiwan)

Naoko NITTA

(Mukogawa Women's University, Japan)

Michael RIEGLER (Simula, Norway)

Toshihiko YAMASAKI

(The University of Tokyo, Japan)

#### Demo Chairs:

Minchun HU (National Tsinghua University, Taiwan)

Wolfgang HÜRST

(Utrecht University, The Netherlands)

Marie KATSURAI (Doshisha University, Japan)

Taishi SAWABE (NAIST, Japan)

#### Video Browser Showdown Chairs:

Werner BAILER (JOANNEUM RESEARCH, Austria)

Cathal GURRIN (Dublin City University, Ireland)

Klaus SCHOFFMANN

(Klagenfurt University, Austria)

#### Local Arrangement Chairs:

Takuya FUNATOMI (NAIST, Japan)

Yasutomo KAWANISHI (RIKEN, Japan)

Kazuya KITANO (NAIST, Japan)

HP: <https://mmm2025.net/>

MMM is a leading international conference for researchers and industry practitioners for sharing new ideas, original research results and practical development experiences from all MMM related areas.

### Regular Programs:

Full papers, Special Sessions, Demo Sessions, Video Browser Showdown (VBS)

### Special Sessions:

- SpIMA: Spatial Intelligence in Multimedia Analytics
- Multimedia Research in Robotics
- MLLMA: Multimodal Large Language Models and Applications
- ExpertSUM: Expert-Level Text Summarization from Fine-Grained Multimedia Analytics
- Simulating Edge Computing and Multimodal AI: A Benchmark for Real-World Applications

### MMM seeks contributions on the following topics:

- **Multimedia Content Analysis**
  - ✦ Multimedia indexing, mining, abstraction and summarization
  - ✦ Multimedia annotation, tagging and recommendation
  - ✦ Multimodal analysis for retrieval applications
  - ✦ Semantic analysis of multimedia and contextual data Interactive learning
  - ✦ Multimedia knowledge acquisition and construction
  - ✦ Multimedia verification, Multimedia fusion methods, Multimedia content generation
- **Multimedia Signal Processing and Communications**
  - ✦ Media representation and algorithms
  - ✦ Multimedia sensors and interaction modes
  - ✦ Multimedia privacy, security and content protection
  - ✦ Multimedia standards and related issues
  - ✦ Multimedia databases, query processing, and scalability
  - ✦ Multimedia content delivery, transport and streaming
  - ✦ Wireless and mobile multimedia networking
  - ✦ Sensor networks (video surveillance, distributed systems)
  - ✦ Audio, image, video processing, coding and compression
  - ✦ Multi-camera and multi-view systems
- **Multimedia Applications, Interfaces and Services**
  - ✦ Media content retrieval, browsing and recommendation tools
  - ✦ Extended reality (AR/VR/MR) and virtual environments
  - ✦ Real-time and interactive multimedia applications
  - ✦ Multimedia analytics applications
  - ✦ Egocentric, wearable and personal multimedia
  - ✦ Urban and satellite multimedia, Mobile multimedia applications
  - ✦ Question answering, multimodal conversational AI and hybrid intelligence
  - ✦ Multimedia authoring and personalization
  - ✦ Cultural, educational and social multimedia applications
  - ✦ Multimedia for e-health and medical applications
- **Ethical, Legal and Societal Aspects of Multimedia**
  - ✦ Fairness, accountability, transparency and ethics in multimedia modeling
  - ✦ Environmental footprint of multimedia modeling
  - ✦ Large multimedia models and LLMs
  - ✦ Multimodal pretraining and representation learning
  - ✦ Reproducibility, interpretability, explainability and robustness
  - ✦ Embodied multimodal applications and tasks
  - ✦ Responsible multimedia modeling and learning
  - ✦ Legal and ethical aspects of multimodal generative AI
  - ✦ Multimedia research valorization, Digital transformation

