



NEM Summit 2020

B 'SMART

European Media Science and Technology Meets Arts

Dublin, 18-20 May 2020

The **NEM Initiative**, the New European Media Technology Platform, will hold the **twelfth edition** of its major conference **NEM Summit** in Dublin, Ireland, on 18-20 May 2020. In the era of information profusion and – with it – confusion, the conference will address topics related to media content and its human, guided or automated generation and distribution. These will include research and business challenges, societal and user needs, as well as accessibility and implementation requirements for content assets and their distribution, and the regulatory and standardization environment.

The program of NEM the Summit 2020 will consist of keynotes and invited talks, exhibitions presenting the research results in the NEM area achieved by various European projects and organisations, a Scientific and Technical as well as an Application, Experimental & Business Summit Track, Birds of Feather sessions, and the NEM Art prize and competition. In order to collect relevant contributions from the community, the NEM Summit 2020 Program Committee is issuing the following

Call for Contributions

inviting all relevant stakeholders to submit **Extended Abstracts** addressing the Summit topics listed below (details on the next page).

Technical innovations – Scientific & Technical Track	
<ul style="list-style-type: none"> AI in New Electronic Media (for media analysis, for media distribution, for media generation) Blockchain in New European Media (for Digital Rights Management, for media sales channels) New Media Formats (Object-based Audio and Video, Light Field Video, Media Asset Formats and Databases) xReality (Virtual, Augmented, Mixed) Content Generation (Storytelling, Virtual Crowds, Animation, VFX) Ubiquitous Media (5G, NGI) Accessibility (inclusion, cross-media) 	
Societal innovations – Application, Experimentation, Policy, Regulation, & Business Track	
<ul style="list-style-type: none"> Personalized media, including trade-offs between personalisation, privacy and diversity Ubiquitous media –continuous, pervasive, and seamless content production, delivery, consumption, and interaction anytime, anywhere, and at any device Interactive, Immersive, and Social media Market Trends, Business Models, Product Sustainability AI driven novel and disruptive approaches in Media and Creative industries, including ethical issues Energy-awareness, Green Media Verticals – Media for other vertical industry sectors (New European Media Value Networks) Cross-continental / international cooperation 	<ul style="list-style-type: none"> Design driven innovations in Media and Creative industries (interfaces, usability, accessibility, inclusion, education, end user orientation, interactivity, human machine interfaces, visual innovations, data protection by design) Media innovation as incentives and tools to reduce poverty, enhance inclusion Media empowering or threatening democracy Concentration and platformisation in the CCI Innovative strategies and policies for funding creative content (including journalism) and applications Evolutions in rights management Innovating and regulating advertising
NEM Art Prize	Birds of a Feather
<ul style="list-style-type: none"> Art contributions at the nexus of Science, Technology, and ARTS New technologies (AI, sensors, IoT,...) for artistic impressions of the future of media (NEM Vision¹ – Media 2030) 	<ul style="list-style-type: none"> Media Standards (MPEG-I, JPEG PLENO, etc.) European Asset Repositories AI initiatives (AI4EU, Claire-AI)

The submissions should present original work, innovative ideas, and recently achieved results. Besides contributions to the defined topics above, all further valuable contributions addressing relevant NEM research and innovation topics, defined in the NEM Strategic Research and Innovation Agenda (SRIA²), will be considered by the Program Committee as well.

Important Dates, Submission Guidelines, Evaluation and Publication

<p>Submission deadline: 3 February 2020</p> <p>Acceptance notification: 2 March 2020</p> <p>Final contributions due: 31 March 2020</p>	<p>All contributions must be provided in PDF format – maximum length two A4 pages, minimum font 10pt (single line spacing) in a free format. All contributions must contain a title, names, e-mails, and affiliations of the authors and must be provided through the NEM Summit 2020 submission tool, available at www.nem-initiative.org, indicating the envisaged Summit track³. There is also possibility to provide further supporting information for the submissions, as attachment.</p> <p>The submitted contributions will be subject of review by the NEM Summit Program Committee within a fast track peer-review evaluation process. Selected contributions might be published in the NEM Summit 2020 Proceedings and on the NEM Summit 2020 website – all further rights remain with the authors.</p>
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Technical innovations – Scientific & Technical Track

Disruptive technologies like Artificial Intelligence or Blockchains have significantly changed the domain of European Media. In addition, classical content formats are replaced by smarter, object-based formats or physical representations like wave fields (audio) or light fields (video). In addition – partly arising from blockchains and neural networks – reduced energy consumption and hence green media becomes more and more relevant and important.

The scientific and technical track hence sheds light on the evolution of media in Europe. Contributions to media formats, media analysis, media generation and media distribution, tapping the full potential of those recent technologies, are welcome.

As always, the New European Media Summit embraces the content generation (which more and more becomes human-guided rather than handcrafted), the content distribution (which seems to completely eliminate packaged media and solely relies on caching and download resp. streaming, using NGI and 5G network infrastructures), the content processing (which by electronic representation enables large media asset data spaces, semantic annotations and search and a cornucopia of media adaptation / transform technologies) and content rendering (which comprises virtual, augmented and mixed realities). To serve the entire citizenship NEM also always considers technical solutions to ensure general accessibility of media assets.

Societal innovations – Application, Experimentation, Policy, Regulation, & Business Track

Submissions to this track should present innovative ideas, applications, experimentation results, including description of on-going activities and development of related products, services, and applications not only in the media and entertainment sector but also in other sectors, such as education, health and others, exploiting media technology enablers. Relevant applications and experimentation to discuss in contributions include, but are not limited to: solutions for production, ingestion, distribution and consumption of media content for specific users and / or user groups; creation, uploading, curating, aggregation and distribution of user generated content or machine generated content; cloud computing for media (visual analytics, content transcoding).

Submissions may also address business aspects and demonstrate focus on improving European leadership and competitiveness in various sectors, while exploiting media technology achievements. The media and entertainment sector and the creative and cultural industries are continuously creating new opportunities for as well end users (consumers of the media services) as for professionals. Contributions may analyse evolving value networks and value propositions in a context of convergence, internationalization and platformisation.

Finally, papers may analyse existing or outline desired future policy and regulatory frameworks in the domain of the CCI. Relevant topics include -but are not limited to- the funding of content, market structuring in a platformised context, due prominence of public value content, regulation of algorithm-driven systems, privacy, rights management and evolving advertising rules.

Contributions in each of these three subdomains may be scientific in nature or take a more industrial or applied perspective. Others are encouraged to specify which perspective they choose.

NEM Art Prize

Art contributions at the nexus of Science, Technology, and the ARTS is Europe's answer to a growing need for social and ecological innovation rooted in digital innovation. Through the NEM Art Prize we encourage collaborations between science, media technology, creative sectors and artists as a means to foster the development of human oriented technologies. The focus of the NEM Art Prize should be on the foreseen digital transformation of value for the creative and media industries towards the future of media.

Future media requires increased emphasis on the human aspects of technology towards a better understanding of human needs and in order to develop technology more gracefully in future societies. A relevant example here is Artificial intelligence, its promises and its pitfalls.

Submit or illustrate your creation through a video, illustrator or any other animated virtual / real content, a picture and text. Keep in mind that your work should be easily made available on a website (through a video or any other means).

The finalists of the NEM Art Prize will be able to show their intervention at the NEM summit 2020 and will be judged by the Jury. The winner will be announced at the NEM Summit 2020 and will receive a prize of 3000 € to be shared by awarded candidates. The selected pieces (together with details about their authors) will be given a strong visibility on the NEM Initiative website for the next year.

The NEM Art Prize is Sponsored by NTNU ARTEC (<https://www.ntnu.edu/artec>)

Birds of a Feather

What is New European Media? How will European Media differ from media in other geographies and how, on the other side, will it integrate and enable global outreach and accessibility?

For the first time the NEM Summit reserves dedicated slots for the discussion of topics relevant for the entire European Media community. Whether it relates to standards like MPEG-I, JPEG PLENO etc. or to European Solutions for AI or Data in the sector of European Media (Claire-AI, AI4U, Media Data Space ...). Researchers active in EU projects or standardization are encouraged to lead and moderate a Birds of a Feather session during the NEM Summit 2020. European Commission funded projects in the NEM arena are welcome to discuss their ideas on future standards, platforms, frameworks or policies; on the one hand to inspire the NEM community and on the other hand to get insight, perception and ideas from outside the project consortia.

www.nem-initiative.org

¹ Will be published on the NEM website during November 2020

² Available on the NEM website – direct link: <https://nem-initiative.org/documents/sra/>

³ During the evaluation, the Program Committee might consider to locate any input at the most appropriate place in the Summit program.