1st International Workshop on the Internet of Sounds
(part of IEEE FRUCT 27)

September 7-8, 2020. Trento, Italy

Call for papers and demos

We are pleased to invite the community to submit to the 1st International Workshop on the Internet of Sounds (IWIS 2020). The Internet of Sounds is an emerging research field positioned at the intersection of the Internet of Things and Sound and Music Computing domains. The workshop will be hosted at the Department of Information Engineering and Computer Science of University of Trento.

The aim of the workshop is to bring together academics and industry to investigate and advance the development of Internet of Sounds technologies by using cutting-edge tools and processes. The event will consist of presentations from academics and keynotes, poster presentations, demonstrations, as well as tutorials.

We consider contributions in the form of a full paper (min 6 pages, max 12 pages), a poster paper (min 2 pages, max 5 pages), or a demo proposal (max 2 pages). Authors are welcome to submit to all three tracks. We encourage the submission of work in progress as well as more mature work.

Topics of interest include, but are not limited to, the following areas:

- Wireless acoustic sensor networks
- Detection and classification of sounds in acoustic sensor networks
- Visualization and Sonification of acoustic sensor networks
- Ecoacoustics
- Privacy and security in acoustic sensor networks

- Musical haptics for the Internet of Musical Things
- Participatory live music performances
- Networked music performances
- Music education applications for the Internet of Musical Things
- Intelligent music production in Internet of Musical Things contexts
- Ubiquitous music

- Web Audio for the Internet of Sounds
- Spatial audio for the Internet of Sounds
- Sonification for Internet of Sounds applications
- Protocols and exchange formats for the Internet of Sounds
- Improving accessibility and inclusiveness within the Internet of Sounds
- Open audio databases for Deep Learning and Data Mining
- Challenges in the management and delivery of large audio databases
- Visualization, access and indexing of audio databases
- Cloud-based services for musical and audio applications

The event is being run alongside the 27th IEEE FRUCT (https://fruct.org/cfp27) an interdisciplinary conference also hosted at the Department of Information Engineering and Computer Science of University of Trento between 7 and 9 of September. The participants to the workshop will have access to all the sessions of the FRUCT conference.

The paper templates (MS Word and LaTeX) are available at https://fruct.org/conference27

Important dates

- Papers submission deadline: June 15, 2020
- Author notification: July 6, 2020
- Camera ready due: July 13, 2020
- Demo proposals deadline: July 31, 2020
- Workshop dates: September 7-8, 2020

Publications

All accepted full papers will appear in the proceedings of the FRUCT conference (ISSN 2305-7254). They will be included in IEEE Xplore and DOAJ and will be indexed by Scopus, ACM, Web of Science, and DBLP. Poster papers and demos will not be included in those databases.

Awards

The Organizing Committee will select the winners for the Best Paper, Best Student Paper and Best Demo awards. To be eligible for the best student paper award, the presenting and first author of the paper must be a full-time student.

Keynotes

- Carlo Fischione (KTH Royal Institute of Technology)
- Maurizio Omologo (Fondazione Bruno Kessler)

Organizing Committee

Workshop chair:
- Luca Turchet (University of Trento)

Paper chairs:
- George Fazekas (Queen Mary University of London),
- Mathieu Lagrange (University of Nantes)
- Luca Turchet (University of Trento)

Poster chairs:
- Anna Xambó (De Montfort University)
- Leonardo Gabrielli (Marche Polytechnic University)

Demo chair:
- Balandino Di Donato (University of Leicester)

Logistics

Registration: https://www.fruct.org/node/381022
How to reach the venue: https://www.disi.unitn.it/about/how-to-reach-disi

Sponsors

- Elk (www.elk.audio)
- dangelo.audio (www.dangelo.audio)