

Moving *IEEE MultiMedia* Forward

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I am humbled by this great honor to be the new editor in chief (EIC) of *IEEE MultiMedia*. Founded in 1994 as the first IEEE publication in the multimedia area, *IEEE MultiMedia* has witnessed and documented the history and growth of multimedia research. It has and will continue to play a major role in directing multimedia research forward. Many articles that have appeared in the magazine have had a profound impact to the researchers and professionals in the multimedia community, including me when I was a PhD student at Purdue University. With this opportunity, I would like to share my thoughts and visions on how to move *IEEE MultiMedia* forward.

First, I would like to thank the retiring EIC, Dr. Yong Rui, for his great leadership. He led the magazine to its highest impact factor yet and established close working relationships with four technical committees (TCMC, MMSP, MMTC, and MSATC) in four IEEE societies (the Computer, Signal Processing, Communications, and Circuits and Systems societies). Dr. Rui has now joined the advisory board, which consists of all past EICs (Ramesh Jain, William Grosky, Forouzan Golshani, Sethuraman Panchanathan, and John Smith). Next, I would like to thank the three associate EICs (AEICs), Dr. Susanne Boll (the AEIC in charge of departments), Dr. Wenjun Zeng (the AEIC in charge of regular paper submissions), and Dr. Alan Hanjalic (the AEIC in charge of special issues) for their great contributions in helping Dr. Rui make *IEEE MultiMedia* a leading multimedia publication. After many years of service, Dr. Zeng and Dr. Hanjalic decided to step down from their posts due to duty changes and busy schedules. For these two AEIC positions, I have appointed Dr. Mohan Kankanhalli as the AEIC of special issues and Dr. Abdulmotalleb El Saddik as the AEIC of regular paper submissions. Dr. Boll will continue her post as the AEIC of departments. All three of them are well-established researchers and leaders in the multimedia community. Many of you already know them well. I am very grateful that they are willing to take the positions and work with me to develop and promote *IEEE MultiMedia*.

I have been very active in the multimedia research community through various leading roles in professional activities and services. I was the chair of the IEEE Computer Society Technical Committee on Multimedia Computing (TCMC) from 2011 to 2015. I served as a steering committee member of *IEEE Transactions on Multimedia* and the IEEE International Conference on Multimedia and Expo (ICME). I also cofounded the IEEE International Conference on Multimedia Big Data (BigMM) and the IEEE International Conference on Multimedia Information Processing and Retrieval (MIPR). Through my connections and activities in the multimedia community, I have had the chance to interact and work very closely with multimedia researchers and professionals.

As the incoming EIC, I would like to work with the editorial board, advisory board, and multimedia community to make *IEEE MultiMedia* a prestigious multimedia venue with a high impact factor. I aim to build up its identity and to highlight the clear differences from other multimedia journals, so that multimedia researchers and professionals will make *IEEE MultiMedia* their first

choice when publishing their best research. The ultimate goal is to generate enough interest to encourage more and more researchers, especially young researchers, to focus on multimedia as their primary research area.

I will promote and advance different aspects of multimedia research such as theory, technology, and applications to attract attention from researchers and professionals from academia, industry, and government. Many people have the perception that multimedia is simply an application area, which I hope to change. The goal is to publish novel, emerging, and fundamental theories, algorithms, and technologies in a timely manner. *IEEE MultiMedia* will encourage papers with new and emerging multimedia data (including text, numbers, tags, networking, signals, geo-tagged information, graphs/relationships, 3D/VR/AR, and sensor data), in addition to traditional multimedia data such as image, video, and audio. Multimedia has become the “biggest of big data” in science, engineering, and many other disciplines. Multimedia data is not only big in volume, but it is also multimodal and mostly unstructured. Processing, storing, indexing, searching, and integrating the vast amounts of data creates unprecedented challenges. Techniques and methodologies in machine learning, data mining, natural language processing, AI, databases, networking, retrieval, systems, and hardware are all used for multimedia data analytics. Emerging areas such as deep learning, big data, and data science have attracted a lot of attention recently.

It is crucial to appoint well-reputed and responsive associate editors (AEs), with consideration of their areas of expertise and geographical and gender diversity. I will identify the leaders in multimedia fields and recruit new editorial board members who will cover a wide spectrum of multimedia areas to encourage authors from different multimedia areas to submit their papers to this magazine. The AEs will consist of senior, mid-career, and junior researchers to help gather manuscripts and identify a team of trusted independent reviewers for timely and high-quality reviews. In addition, due to their leadership stature, these editorial board members will be in a better position to help solicit high-quality paper submissions, as well as encourage a thorough paper review process. In addition, I plan to hold regular face-to-face editorial board meetings at important multimedia conferences.

IEEE MultiMedia will solicit special-issue proposals featuring emerging and important topics in multimedia. We will continue working with the major multimedia conference-organizing committees that will select the top papers to submit their extended manuscripts to *IEEE MultiMedia* and solicit high-quality survey papers from top researchers. The magazine will continue to include department articles on industry standards, conferences, startups, and new products so that readers will know current developments and trends. We will also continue issuing the Best Paper and Best Department Article awards to recognize outstanding authors and contributions. Furthermore, I will continue working with the four TCs to ask for their help distributing important announcements such as calls for papers, special-issue proposals, and award nominations. I will also distribute the calls for papers to major multimedia conferences, a variety of multimedia news groups, multimedia newsletters, and multimedia email lists. I will proactively seek feedback from authors, reviewers, and board members and address comments promptly.

I look forward to working with all of you to bring *IEEE MultiMedia* to the next level!

I would also like to thank everyone who reviewed the many articles submitted to the magazine last year. For a full list of 2017 reviewers and to find out how to get involved, visit <https://publications.computer.org/multimedia-magazine/2018/02/02/reviewer-thanks-2017>.

ABOUT THE EIC

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