ICPADS 2010 Workshop Proposal

Titles:

The 4th Workshop on Peer-to-Peer Networked Virtual Environments (P2P-NVE 2010)

Theme, Scope, and Motivation:

A networked virtual environment (NVE), also known as a distributed virtual (DVE) (CVE), environment or collaborative virtual environment is a computer-generated virtual world where multiple users can assume virtual representatives (or avatars) to concurrently interact with each other via networked links. Examples of NVEs include early DARPA SIMNET and DIS systems as well as currently booming Massively Multiplayer Online Games (MMOGs). Some recent studies propose using P2P architectures to increase NVE scalability and to reduce NVE management and deployment costs. Typical examples of such studies are P2P voice chatting, P2P 3D streaming, P2P game state management, and so on. In spite of the success of the studies, we need more studies about state consistency control, persistent data storage, multimedia data dissemination, cheat-prevention, topology mismatching, and virtual world interoperability to construct NVEs of better performance.

The 1st, 2nd and 3rd International Workshop on Peer-to-Peer Networked Virtual Environments were held in conjunction with the 13th, 14th and 15th International Conference on Parallel and Distributed Systems in 2007, 2008 and 2009, respectively. To adhere to the theme of P2P-NVE workshops, the theme of P2P-NVE 2010 is to solicit original and previously unpublished new ideas on general P2P schemes as well as on the design and realization of P2P NVEs. The workshop aims to facilitate discussions and idea exchanges by both academics and practitioners. Authors are invited to submit an electronic version of original, unpublished manuscripts, not to exceed 8 double-columned, single-spaced pages, to the workshop. Submitted papers should be in accordance with IEEE Computer Society guidelines, and will be refereed by reviewers in terms of relevance, originality, contribution, correctness, and presentation.

Topics of interest include, but are not limited to:

- P2P systems and infrastructures
- Applications of P2P systems
- Performance evaluation of P2P systems
- Trust and security issues in P2P systems
- Network support for P2P systems
- Fault tolerance in P2P systems
- Efficient P2P resource lookup and sharing
- Distributed Hash Tables (DHTs) and related issues
- Solutions to topology mismatching for P2P overlays
- P2P overlays for NVEs
- P2P NVE multicast
- P2P NVE interoperability
- P2P NVE content distribution
- P2P NVE 3D streaming
- P2P NVE voice communications
- P2P NVE architecture designs
- P2P NVE prototypes
- P2P NVE consistency control
- Persistent storage for P2P NVEs
- Security and cheat-prevention mechanisms for P2P games
- P2P control for mobile NVEs
- P2P NVE applications on mobile devices

Important Dates:

Submission:	August 20, 2010
Notification:	September 20, 2010
Camera ready:	October 1, 2010

Organizing Committees:

Steering Chair: Shing-Tsaan Huang, National Central University, Taiwan

General Chair: Jehn-Ruey Jiang, National Central University, Taiwan

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