

Call for Papers

P2PNVE 2009

The 3rd International Workshop on Peer-to-Peer Networked Virtual Environments

in conjunction with

The 15th International Conference on Parallel and Distributed Systems (ICPADS 2009)

December 8 -11, 2009

Shenzhen, China

<http://acnlab.csie.ncu.edu.tw/P2PNVE2009/>

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PURPOSE AND SCOPE

The rapid growth and popularity of networked virtual environments (NVEs) such as Massively Multiplayer Online Games (MMOGs) in recent years have spawned a series of research interests in constructing large-scale virtual environments. For increasing scalability and decreasing the cost of management and deployment, more and more studies propose using peer-to-peer (P2P) architectures to construct large-scale NVEs for games, multimedia virtual worlds and other applications. The goal of such research is to support an Earth-scale virtual environment or to make hosting virtual worlds more affordable than existing client-server approaches. However, existing solutions for consistency control, persistent data storage, multimedia data dissemination, cheat-prevention, topology mismatching, and virtual world interoperability are not straightforwardly adapted to such new environments. Novel ideas and designs thus are needed to realize the potential of P2P-based NVEs.

The 1st and the 2nd International Workshop on Peer-to-Peer Networked Virtual Environments were in conjunction with the 13th and 14th International Conference on Parallel and Distributed Systems in 2007 and 2008, respectively. To adhere to the theme of P2PNVE workshops, the theme of P2PNVE 2009 is to solicit original and previously unpublished new ideas on general P2P schemes and on the design and realization of P2P-based NVEs. The workshop aims to facilitate discussions and idea exchanges by both academics and practitioners.

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
- Data structures for 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, 2009 (Firm Deadline)**

Notification: September 20, 2009

Camera ready: October 1, 2009

PAPER SUBMISSION

Authors are invited to submit an electronic version of original, unpublished manuscripts, not to exceed 8 double-columned, single-spaced pages, to web site <http://acnlab.csie.ncu.edu.tw/P2PNVE2009>. Submitted papers should be in PDF format in accordance with IEEE Computer Society guidelines ([Word](#) or [Latex](#)). All submitted papers will be refereed by reviewers in terms of originality, contribution, correctness, and presentation. Submissions imply the willingness of at least one author to register, attend the workshop, and present the paper.