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AIM AND SCOPE

International Journal of Graphics and Multimedia (IJGM) employs a paperless, electronic submission and evaluation system to promote a rapid turnaround in the peer review process. IJGM is an open access journal that publishes articles which contribute new results in selected areas of the computer engineering and technology. The journal welcomes publications of high quality papers on theoretical developments and practical applications in computer science and engineering. Original research papers, state-of-the-art reviews, and high quality technical notes are invited for publications. The journal also seeks clearly written survey and review articles from experts in the field, to promote insightful understanding of the state-of-the-art and application trends. Papers for publication in the IJGM are selected through rigorous peer review to ensure originality, timeliness, relevance, and readability.

JOURNAL DESCRIPTION

Prospective authors should note that only original and previously unpublished manuscripts will be considered. Furthermore, simultaneous submissions are not acceptable. It is the primary responsibility of the author to obtain proper permission for the use of any copyrighted materials in the manuscript, prior to the submission of the manuscript to IJGM. International Journal of Graphics and Multimedia is published with both online and print versions. The journal covers the frontier issues in the computer engineering and their applications in business, industry and other subjects.

SUBJECT AREA

IJGM covers the breadth of research in multimedia technology and applications. IJGM invites original, previously unpublished, research, survey and tutorial papers, plus case studies and short research notes, on both applied and theoretical aspects of graphics and multimedia. These areas include, but are not limited to, the following topics:

- Multimedia Signal Processing
- Multimedia Content Understanding
- Multimedia Interface and Interaction
- Multimedia Databases and File Systems.
- Multimedia Communication and Networking
- Multimedia Systems and Devices
- Multimedia Applications

- Multimedia Systems and Devices
- Operating system mechanisms for multimedia
- Virtual reality and 3-D imaging
- Wireless, Mobile Computing and Multimedia
- Audio, image, video processing
- Digital Multimedia Broadcasting
- Education and Training
- Multimedia analysis and Internet

Graphics