

# MMEDIA 2020

## Forward

The Twelfth International Conference on Advances in Multimedia (MMEDIA 2020), held between February 23-27, 2020 in Lisbon, Portugal, continued a series of events presenting recent research results on advances in multimedia, mobile and ubiquitous multimedia and to bring together experts from both academia and industry for the exchange of ideas and discussion on future challenges in multimedia fundamentals, mobile and ubiquitous multimedia, multimedia ontology, multimedia user-centered perception, multimedia services and applications, and mobile multimedia.

The rapid growth of information on the Web, its ubiquity and pervasiveness makes the www the biggest repository. While the volume of information may be useful, it creates new challenges for information retrieval, identification, understanding, selection, etc. Investigating new forms of platforms, tools, principles offered by Semantic Web opens another door to enable humans programs, or agents to understand what records are about, and allows integration between domain-dependent and media-dependent knowledge. Multimedia information has always been part of the Semantic Web paradigm, but requires substantial effort to integrate both.

The new technological achievements in terms of speed and the quality of expanding and creating a vast variety of multimedia services like voice, email, short messages, Internet access, m-commerce, to mobile video conferencing, streaming video and audio.

Large and specialized databases together with these technological achievements have brought true mobile multimedia experiences to mobile customers. Multimedia imply adoption of new technologies and challenges to operators and infrastructure builders in terms of ensuring fast and reliable services for improving the quality of web information retrieval.

Huge amounts of multimedia data are increasingly available. The knowledge of spatial and/or temporal phenomena becomes critical for many applications, which requires techniques for the processing, analysis, search, mining, and management of multimedia data.

We welcomed academic, research and industry contributions. The conference had the following tracks:

- Multimedia content-based retrieval and analysis
- Multimedia applications
- Social Big Data in Multimedia

We take here the opportunity to warmly thank all the members of the MMEDIA 2020 technical program committee, as well as all the reviewers. The creation of such a high quality conference program would not have been possible without their involvement. We also kindly thank all the authors who dedicated much of their time and effort to contribute to MMEDIA 2020. We truly believe that, thanks to all these efforts, the final conference program consisted of top quality contributions.

We also thank the members of the MMEDIA 2020 organizing committee for their help in handling the logistics and for their work that made this professional meeting a success.

We hope that MMEDIA 2020 was a successful international forum for the exchange of ideas and results between academia and industry and to promote further progress in the field of multimedia. We also hope that Lisbon, Portugal provided a pleasant environment during the conference and everyone saved some time to enjoy the historic charm of the city.

**MMEDIA 2020 Chairs**

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