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Dumitru Dan Burdescu
Guest Editor

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Guest Editorial (Vol. 10, No. 1, May 2013)

Recent advances in pervasive computers, networks, telecommunications, and information technology, along with the proliferation of multimedia mobile devices - such as laptops, iPods, personal digital assistants (PDA), and cellular telephones - have stimulated the development of intelligent pervasive multimedia applications. The future of multimedia applications may be in developing new and hopefully better algorithms for solving a wide range of problems: audio/video watermarking, speech recognition from audio files, voice driven computer games, rate conversion filters, etc. Due to many types of multimedia formats (e.g., text, audio, still images, animation, video, or interactivity content forms) there is a huge research interest in finding better alternatives for solving the current research issues. Under the hood, there are several fundamental directions such as multimedia content creation, multimedia coding, networking multimedia data, quality of service and of experience in multimedia applications, end-user devices for multimedia display and possibly next generation of multimedia services and applications.

These key technologies are creating a multimedia revolution that will have significant impact across a wide spectrum of consumer, business, healthcare, educational, and governmental domains. Yet many challenges remain, especially when it comes to efficiently coding, processing, indexing, mining, querying, searching, retrieving and visualizing multimedia data. Difficult research challenges involve the adaptation of intelligent software tools to the tight requirements posed by modern application.

The Multimedia - Processing and Applications (MMA) Symposium within the framework FEDERATED CONFERENCE ON COMPUTER SCIENCE AND INFORMATION SYSTEMS (FedCSIS) addressed several themes related to theory and practice within multimedia domain. The enormous interest in multimedia from many activity areas (medicine, entertainment, education) led researchers and industry to make a continuous effort to create new, innovative multimedia algorithms and application. From papers that were accepted at MMA 2012 we invited the best 11 papers and finally selected 7 papers for publication in this special issue.

Dumitru Dan Burdescu
Guest Editor



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