

IEEE Transactions on Consumer Electronics

Call for Papers

Special Section on “AI-Generated Content for Consumer Electronics”

Theme:

Artificial intelligence (AI) has rapidly advanced in recent years, and its application in consumer electronics has had a significant impact on the industry. AI-generated content, which refers to any type of digital content created using AI algorithms, has become an increasingly important part of the development process in consumer electronics, such as chatbots, virtual assistants, and personalized advertisements. Consumer electronics refers to any type of electronic device that is designed for consumer use, such as smartphones, tablets, smart home devices, and wearable technology. With the rise of smart devices, consumers are now able to interact with AI-generated content in more ways than ever before. The use of AI-generated content in consumer electronics offers several advantages. One of the primary benefits is the ability to create personalized experiences for users. By analyzing user data, AI algorithms can generate content that is tailored to each user's unique preferences and needs. This can result in more engaging and relevant content that can increase user satisfaction and loyalty. AI-generated content also has the potential to automate certain tasks and interactions, such as customer service inquiries or product recommendations. This can save time and resources for both consumers and businesses, as well as improve overall efficiency.

However, there are also potential drawbacks to the use of AI-generated content in consumer electronics. One major concern is the ethical implications of using AI algorithms to generate content, particularly in terms of privacy and data protection. There are also concerns about the potential for AI-generated content to perpetuate biases and stereotypes. Therefore, it is important to further explore the potential of AI-generated content in consumer electronics and address any potential ethical concerns.

AI-generated content plays a significant role in promoting consumer electronics by enhancing the user experience, making devices more personalized and intuitive, and improving their functionality. This special issue mainly solicits contributions from AI-generated content and consumer electronics. Authors are invited to submit outstanding and original unpublished research manuscripts focused on the latest findings in this field.

Topics of interest in this Special Section include (but are not limited to):

- Case studies and real-world applications of AI-generated content in consumer electronics
- Business models and monetization strategies for AI-generated content in consumer electronics
- Security and privacy concerns in the context of AI-generated content in consumer electronics
- The role of AI-generated content in enhancing accessibility and inclusivity in consumer electronics
- The potential of AI-generated content for enhancing user engagement in consumer electronics
- The impact of AI-generated content on consumer behavior and purchasing decisions in the electronics industry
- Machine learning techniques for optimizing the creation of personalized advertisements in consumer electronics
- The future of AI-generated content in consumer electronics: emerging trends and opportunities
- Developing ethical guidelines for the use of AI-generated content in consumer electronics
- Evaluation and benchmarking of AI-generated content in consumer electronics

Important dates:

- End of submission of Manuscripts: November 30th, 2023
- Expected publication date (tentative): 3rd quarter, 2024

Guest Editors:

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Instructions for authors:

Manuscripts should be prepared following guidelines at: <https://ctsoc.ieee.org/publications/ieee-transactions-on-consumer-electronics.html> and must be submitted online following the IEEE Transactions on Consumer Electronics instructions: <https://ctsoc.ieee.org/publications/ieee-transactions-on-consumer-electronics.html>. During submission, the Special Section on **“AI-Generated Content for Consumer Electronics”** should be selected.