Editorial

I am delighted and honored to take on the position of Editor-in-Chief of the IEEE TRANSACTIONS ON MULTIMEDIA from my predecessor, Sheila Hemami. I am grateful to Sheila and to the entire Editorial Board and staff for their work.

Multimedia is all around us—from Netflix, YouTube, and WebTV to social networks to video security to energy monitoring to business intelligence to medical and health informatics, to areas not-yet-dreamed of—and is transforming our lives. It is also transforming our society—providing access to a diversity of content, information, and computational resources to a huge new set of people, revolutionizing long-distance person-to-person communication, bringing people to jobs, connecting families, spreading education, promoting security, and changing the way we teach and learn. The challenge for me as Editor, for the Board, and for all of us in the Multimedia community is to encourage the development and dissemination of new theories, design principles, algorithms, systems, and standards that will be needed to aid the proliferation of new multimedia systems and applications and, to this end, to raise the impact and visibility of the IEEE TRANSACTIONS ON MULTIMEDIA to match the impact of Multimedia on our lives.

As a few first steps in raising the impact and visibility of the Journal, I have started several new initiatives. First: we will publish each quarter, on our website, a list of most frequently downloaded papers for that quarter. Second, the Journal will start a new initiative to publish high-quality overview papers in emerging or rapidly developing multimedia areas by recognized members working in that field in order to inform the community about new research domains, applications, standards, and emerging research challenges. Finally, in order to encourage reproducibility of research (which contributes to impact and visibility), the Journal will encourage authors of published papers to upload to the website additional materials—multimedia material, source code, executables, etc.—in support of their publications. The Board and I welcome other suggestions for initiatives.

In the end, however, the quality, impact, and visibility of the Journal depend on the publication of papers of the highest quality and interest. I urge you to submit your best work to the Journal and encourage you to suggest work that you think the Journal should solicit. I also would like to emphasize that we interpret "multimedia" quite broadly, to encompass multimodal data of any type—not just video, audio, and graphics as speech, but also financial, medical, and many other signals. We particularly welcome submissions in emerging cross-disciplinary areas, including human-computer interaction, social and multimedia networks and computing, new multimedia delivery paradigms (P2P networks, streaming aspects), multimedia data mining and stream mining, analysis of various types of multimodal data (financial, biological, medical), new multimedia technologies for E-Health applications, new multimedia system designs (cloud computing, parallel computing, grid and pervasive environments, interactivity aspects, rich media, energy efficiency), economics of multimedia networks, and multimedia databases. Such emerging cross-disciplinary research has the potential to lead to important advances in applications and systems, in user interfaces, in human-computer interaction, and in services.

In addition to submissions that report on academic research, we also particularly welcome submissions that report on—and promote—industrial research and collaborative academic-industrial research, especially as such research facilitates technology transfer.

On behalf of the Journal, I hope you will participate as a submitting author, reviewer, and reader of this journal. Please do not hesitate to express ideas for improving the Journal; we are always happy to receive suggestions.

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Prof. van der Schaar received an NSF CAREER Award in 2004; the Best Paper Award from the IEEE TRANSACTIONS ON CIRCUITS AND SYSTEMS FOR VIDEO TECHNOLOGY in 2005; the Okawa Foundation Award in 2006; the IBM Faculty Award in 2005, 2007, and 2008; and the Most Cited Paper Award from *EURASIP: Image Communications* journal in 2006 . She was an Associate Editor for the IEEE TRANSACTIONS ON MULTIMEDIA, IEEE SIGNAL PROCESSING LETTERS, IEEE CIRCUITS AND SYSTEMS FOR VIDEO TECHNOLOGY, IEEE SIGNAL PROCESSING MAGAZINE, etc. She is currently in the editorial board of the IEEE JOURNAL ON SELECTED TOPICS IN SIGNAL PROCESSING. She is an IEEE Distinguished Lecturer for the Communications Society for 2011–2012. She also holds 33 granted U.S. patents and three ISO awards for her contributions to the MPEG video compression and streaming international standardization activities. For more information about her research, see: http://medianetlab.ee.ucla.edu/.