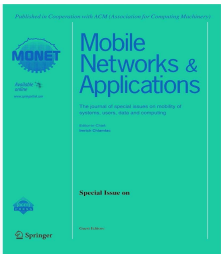


# CALL-FOR-PAPERS
# ACM/Springer Mobile Networks & Applications (MONET)
# http://link.springer.com/journal/11036

## SPECIAL ISSUE ON
## 5G for Augmented Reality

### Overview:

Tremendous efforts have been devoted to 5G over the last decade. Due to their success, a broad range of critical applications such as smart city, home robotics, and Augmented Reality (AR) have been made possible already, or are within reach. The 5G network as a technology inherently brings aspects such as high-speed, ultra-low latency and high bandwidth — all in a wireless communication network. 5G will especially help establish the Internet of Things as an indispensable part of our world, by laying the foundation for unleashing its full potential. It's a long way to when 5G becomes mainstream, but businesses need to start now with developing and reimagining services and products to leverage 5G's superior capabilities. Moreover, 5G and IoT together will also help in bringing every item on the shelf to the internet by creating digital twins for them. If the number of hardware connected devices is expected to be in the billions, the potential for ordinary consumer products with digital twins to be a part of the new Internet of Things is considerably more.

Augmented Reality is a key technology that will facilitate a major paradigm shift in the way users interact with data and has only just recently been recognized as a viable solution for solving many critical needs. Enter augmented reality (AR) technology, which can be used to visualize data from hundreds of sensors simultaneously, overlaying relevant and actionable information over your environment through a headset. 5G makes AR technology much faster, with much more data flow. With easier and more accessible use, for a variety of different functions (besides video gaming), widespread adoption seems likely. In summary, AR in the era of 5G is a really cool upcoming wave where the vast repositories of data will enable an AR lens into the scenarios in ways that provide near immediate insight at a level of depth unimaginable previously.

As a result, this special session aims to bring the latest results over 5G and Augmented Reality technologies for various applications. It can help technicians to exchange the latest technical progresses.

### Topics

Topics of interest include, but are not limited to, the following scope:

| | |
|---|---|
| ● Novel 5G techniques<br>● Augmented reality (AR)<br>● Human and AR Communication Protocols<br>● 5G and Its applications<br>● 5G-based video transfer techniques for AR<br>● Novel AR devices | ● Novel privacy protocols for AR<br>● AR device search in the era of 5G<br>● Knowledge-based discovery of devices, data and services in the 5G<br>● Real-world Applications of 5G: security; healthcare; advertising; and government |

### Important Dates

- **Manuscript submission deadline:** May 15 2020
- Notification of acceptance: August 15 2020
- Submission of final revised paper: October 15, 2020
- Publication of special issue (tentative): December 15, 2020

## Submission Procedure

Authors should follow the MONET Journal manuscript format described at the journal site. Manuscripts should be submitted on-line through http://www.editorialmanager.com/mone/.
A copy of the manuscript should also be emailed to the Guest Editors at the following email address(es) lvzhihan@gmail.com

## Guest Editors:

**Dr. Zhihan Lv**
Qingdao University, China
Email: lvzhihan@gmail.com

**Jaime Lloret**

Polytechnic University of Valencia, Spain.
Email:jlloret@dcom.upv.es

**Houbing Song**

Embry-Riddle Aeronautical University, USA.
Email:h.song@ieee.org

http://www.springer.com/journal/11036

Mobile Networks and Applications
The Journal of SPECIAL ISSUES on Mobility of Systems, Users, Data and Computing
Editor-in-Chief: Chlamtac, I.
ISSN: 1383-469X (print version)
ISSN: 1572-8153 (electronic version)
Journal no. 11036