

CALL FOR PAPERS

Computer Networks Journal

Special Issue on Content Distribution Infrastructures for Community Networks

Multimedia content delivery has undergone a dramatic change in recent years. The roles of content provider and producer are no longer restricted to a few professional organisations, as more and more users share audio visual content or use community sites to support their common interest. Nowadays, both portable multimedia devices (e.g., PDAs, mobile phones, MP3 recorders, and digital cameras) and home entertainment systems (e.g., set-top boxes, game consoles, and media-centers) have become integral parts of the content distribution system. Also the underlying delivery infrastructure is undergoing major changes. There is a shift away from the traditional client/server model to systems based on the peer-to-peer paradigm, which let users share computational, storage and bandwidth resources. Moreover, the physical infrastructure is evolving towards some form of spontaneous cooperation of technologies, in order to support the creation of wireless ad hoc networks or wireless Community Networks. Thus, the well known engineering problem of delivering multimedia content through the Internet is evolving into the problem of how to dynamically create content distribution infrastructures and services.

The purpose of this special issue is to publish high-quality papers on recent advances in the study of content distribution infrastructures with a special focus on infrastructures designed for serving Community Networks. Specifically, submissions are solicited for papers dealing with specification, design, performance evaluation and benchmarking of novel architectures and paradigms supporting Content Distribution in Community Networks where decentralization of content delivery is combined with self-configuring, self-organizing, self-managing, and self-adapting solutions at all technical layers in order to minimize the need for human intervention. Topics of interest include, although are not limited to, the following:

- Community networks infrastructures for content delivery
- Mobility and nomadicity on community networks
- New incentives models for community networks
- Self-organization on community networks
- P2P applications, services, systems, and overlays on community networks
- Measurement, modeling, and performance characterization
- Service oriented architectures for content delivery on community networks
- Impact on the Future Media Internet
- Testbeds, deployed scenarios and user experience studies

Paper types and submission instructions

Prospective authors must prepare their papers according to the "Guide to Authors" available at <http://www.elsevier.com/locate/comnet>, and submit to <http://www.editorialmanager.com/comnet>, choosing the Article Type: *Content Distribution Infrastructures for Community Networks*. Manuscripts should be clearly organized, written in good English and describe original research not published nor currently under review by other journals or conferences. Papers must be in single-column format, double-spaced, and use at least 11 pt fonts, and should not exceed 25 pages including references. Requests for further information may be addressed to the guest editors.

Important dates

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Final revised manuscript due:	August 15, 2007
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