Preface

It is with great pleasure that we welcome you to the 31st International Conference on Multimedia Modeling (MMM 2025), held from January 8 to 10, 2025, in the historic city of Nara, Japan. This conference continued its tradition of bringing together experts, researchers, and practitioners from around the globe to present and discuss the latest advancements in multimedia technologies. Over the past three decades, MMM has grown to become a leading venue for multimedia research, reflecting the rapid evolution of this field. The topics covered this year span cutting-edge areas such as multimedia content analysis, retrieval, interaction, and applications powered by AI and machine learning. The convergence of these technologies is shaping the future of multimedia, and MMM 2025 aimed to showcase the innovation driving this progress.

The program featured keynote talks by world-renowned experts, a diverse range of technical research presentations, interactive poster and demonstration presentations, and the Video Browser Showdown competition. These sessions not only highlighted the technical achievements of participants but also fostered collaboration and sparked new ideas among attendees.

We were honored to feature three keynote presentations by Nancy F. Chen from A*STAR, Singapore, Kiyoharu Aizawa from The University of Tokyo, Japan, and Andrei Bursuc from valeo.ai, France.

This year's program received an impressive number of submissions, reflecting the vibrancy and growth of the community. From the 277 Regular Paper submissions, 122 high-quality papers were selected, demonstrating rigorous research across a range of topics from multimedia contents analysis to cutting-edge approaches and AI applications. In addition, 24 out of 30 Demonstration Papers were chosen, providing an interactive experience where researchers could showcase their work in action. The Video Browser Showdown, one of the highlights of the conference, featured 17 systems selected for this year's competition, which delivered exciting demonstrations of state-of-the-art multimedia retrieval technologies.

Special Sessions (SS) played an integral role in the conference, fostering discussions on focused topics within the multimedia community. This year, we accepted five Special Sessions, each addressing a critical area in multimedia research:

- ExpertSUM: Expert-Level Text Summarization from Fine-Grained Multimedia Analytics
- MLLMA: Multimodal Large Language Models and Applications
- Multimedia Research in Robotics
- SpIMA: Spatial Intelligence in Multimedia Analytics
- Simulating Edge Computing and Multimodal AI: A Benchmark for Real-World Applications

We received a total of 23 submissions for the five Special Sessions, and selected 13 papers for presentation.

We are immensely grateful to the authors, program committee, reviewers, and sponsors who dedicated their time and effort to make this conference a success. Their contributions shaped a rich and exciting program, and we are confident that MMM 2025 was a valuable experience for all participants.

Nara, with its cultural heritage and serene surroundings, offers a unique setting for intellectual exchange and networking. In particular, the conference venue is situated in the center of Nara Park, where many deer roam about. We hope you took the time to explore this beautiful park while engaging with fellow researchers and professionals from across the multimedia community.

We hope MMM 2025 inspired new collaborations and ideas, and look forward to seeing the future impact of the work presented here.

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