

3rd International Conference
CHALLENGES AND REALITY OF THE IT-SPACE:
SOFTWARE ENGINEERING AND CYBERSECURITY (SECS-2024)
Thursday, 24 October 2024 – Friday, 25 October 2024 Kyiv, Ukraine
(online) <https://secs.knute.edu.ua/>

State University of Trade and Economics (Kyiv, Ukraine), Poznań University of Economics and Business (Poznań, Poland), University of Commerce and Services (Poznań, Poland), University of Salford (Salford, UK) and Institute of Social and Economic Development (Kyiv, Ukraine) invite representatives of research and industry to participate in our discussion platform for intensifying international cooperation and shedding light on the modern and future challenges of software engineering and cybersecurity.

Conference topics:

1. National Cybersecurity
 - Cyber Resilience in Critical National Infrastructure
 - Cybersecurity Education and Workforce Development
 - The Role of National Cybersecurity in Economic Stability
 - Ethical Considerations in National Cybersecurity Operations
 - Strategic Frameworks for National Cybersecurity
 - International Cybersecurity
 - Fake News and Disinformation
 - Election Security and Integrity
2. Cybersecurity: Nowadays Threats and Countermeasures
 - AI and Machine Learning in Cybersecurity
 - Social Engineering, Trust and Human Factor in Security
 - Security of Internet of Things and Ubiquitous Systems
 - Cloud Security
 - Zero Trust Architecture
 - Cybersecurity in Cryptocurrency and Blockchain Technologies
 - Denial of Service and Ransomware Attacks
 - Authentication and Authorization Methods
 - Biometrics
 - Firewalls, Deep Packet Inspection, Honeypots
 - Man-in-the-Middle and Man-in-the-Browser Attacks
3. User Privacy
 - Data Protection Regulations
 - Anonymity and Pseudonymity
 - Biometric Data Privacy
 - The Right to Be Forgotten
 - Privacy and Social Networks
 - Privacy-Preserving Technologies
 - Cybersecurity and Privacy Education
 - Ethical Considerations in Privacy
4. Security and Software Engineering
 - Ethical Hacking and Penetration Testing
 - Secure Coding Practices
 - DevSecOps: Integrating Security into DevOps
 - Static and Dynamic Code Analysis Security
 - Open-Source Software Security
 - Secure Architecture and Design Patterns
 - Cryptography in Software Development
 - Compliance and Security Standards in Software Engineering
5. Software Design, Development and Maintenance
 - Modern Software Design Principles
 - Database systems
 - Software Refactoring
 - Test-Driven Development and Behavior-Driven Development
 - Software Maintenance and Evolution
 - Information Technologies in Economics
 - Information Technologies in Education
 - Accessibility and Inclusive Design
 - Emerging Technologies in Software Development

Any form of participation in the conference, including submitting and publishing an article, is **FREE OF CHARGE**. Conference official language: **English**. The conference proceedings will be published in a reputable Ukrainian journal. The Organization Committee accepts manuscripts of scientific works that have never been published before and are not intended for simultaneous publication in other editions. The article must be written in English, carefully read by the author(s), correspond to the thematic direction of the Conference and contain all structural elements, abstract, keywords, JEL. The volume of the manuscript is **6-8 pages**, including figures and tables. The number of authors allowed is not more than **three**. The template for an article is available [here](#).

The submission deadline is **Wednesday, 28 August 2024, 23:59 Kyiv time zone**.

The submission link is <https://cmt3.research.microsoft.com/CMTSRM/Submission/Summary/15443>.

You need to register at <https://cmt3.research.microsoft.com> to be able to submit your article.

The paper template can be downloaded [here](#).

Acceptance notification is **Wednesday, 18 September 2024, 23:59 Kyiv time zone**.

Our Conference starts on Thursday, 24 October 2024 at 11 a.m. Kyiv time zone. If you have any additional questions, feel free to email us conf_SECS@knute.edu.ua.