

CyberSciTech 2018

The 3rd IEEE Cyber Science and Technology Congress

August 12-15, 2018, Athens, Greece

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IMPORTANT DATES

Workshop Proposal Due: Feb. 10, 2018
Regular Paper Submission Due: Mar. 30, 2018
Wksp/SS/Poster Paper Due: Apr. 30, 2018
Authors Notification: May 20, 2018
Camera-ready Submission: June 15, 2018

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Cyber Science for Cyber-enabled New Worlds

The modern digitized world has led to the emergence of a new paradigm on global information networks and infrastructures known as Cyberspace, which bring seamless integration of physical, social and mental spaces. Cyberspace is becoming an integral part of our daily life from learning and entertainment to business and cultural activities.

To address these emerging challenges, there is a need to establish new science and research portfolios that incorporate cyber-physical, cyber-social and cyber-mental technologies together in a coherent manner to deliver the vision of Cyberspace. This is the aim of the IEEE Cyber Science and Technology Congress (CyberSciTech, <http://cyber-science.org/2018/>), which was successfully held first in Auckland (NZ) in 2016 and then in Orlando (USA) in 2017.

IEEE CyberSciTech 2018 is to continually offer a common platform for scientists, researchers and engineers to share their latest ideas and to exchange the latest developments and outcomes in their research and technologies, with a broad scope of cyber-related science, technology and application topics to understand and shape cyber-enabled new worlds.

IEEE CyberSciTech 2018 Topics

Track 1: Cyberspace & Cyber Security

- ✧ Cyberspace Structure, Property & Ecology
- ✧ SDN, 5G and Advanced Networks
- ✧ Cloud, Fog, Edge & Green Computing
- ✧ Big Data Science, Technology & Service
- ✧ Cyber Security & Sustainable Ecosystem
- ✧ Cyber Crime, Forensics, Warfare & Defense
- ✧ Blockchain & Distributed Ledger Tech (DLT)

Track 2: Cyber Physical Computing & Systems

- ✧ Cyber-Physical System & Interface
- ✧ Embedded System and Software
- ✧ Autonomous Robots & Vehicles
- ✧ Internet of Things (IoT)
- ✧ Smart Objects, Systems & Environments
- ✧ Virtual, Augmented & Mixed Reality
- ✧ Wearable/Implantable Computing

Track 3: Cyber Social Computing & Networks

- ✧ Social Networking & Computing
- ✧ Computational Social Science
- ✧ Cyber Culture & Relations
- ✧ Crowd Sourcing, Sensing & Cooperation
- ✧ Cyber Education, Economics, Politics
- ✧ Cyber Privacy, Trust & Ethics
- ✧ Cyber Social Right, Policy & Laws

Track 4: Cyber Intelligence, Life & Mind

- ✧ Cyber/Digital/Artificial Brain and AI
- ✧ Cyber Life and Human Centric Computing
- ✧ Cyborg & Human/Brain Machine Interface
- ✧ Cyber Medicine, Healthcare & Psychology
- ✧ Activity/Behavior/Mind Recognition
- ✧ Affective/Emotional/Mental Computing
- ✧ Personal Big Data & Personality Computing

Three Co-located IEEE Conferences

- ◆ The 16th IEEE Int'l Conf. on Dependable, Autonomic & Secure Computing (**DASC 2018**)
- ◆ The 16th IEEE Int'l Conf. on Pervasive Intelligence and Computing (**PICom 2018**)
- ◆ The 4th IEEE Int'l Conf. on Big Data Intelligence and Computing (**DataCom 2018**)

IEEE CyberSciTech 2018 Calls for

- ✓ Original papers that have not been submitted or published previously in any other venue
- ✓ Workshop and Special Session Proposals related to cyber science & technology
- ✓ Tutorial Proposals addressing emerging cyber science and technology challenges and trends

All papers need to be formatted according to the [IEEE Manuscript Template](https://edas.info/newPaper.php?c=24490) and submitted via EDAS <https://edas.info/newPaper.php?c=24490>. Accepted conference papers will be published by IEEE (IEEE-DL and EI indexed) in the Conference Proceedings. Best Paper Awards will be presented to high quality papers. Selected papers will be recommended to prestigious journal special issues.

IEEE CyberSciTech 2018 Special Issues: <http://cyber-science.org/2018/si>