Call for Papers for the Students Conference in Computer Science (SKILL 2025)

The students conference of the German Informatics Society(GI e.V.) SKILL 2025 is aimed at all students of computer science and related disciplines. The conference will focus on student work and projects. Accepted contributions will be published in a conference volume and presented at SKILL on 17 and 18 September in Potsdam as part of the GI Informatics Festival (https://informatik2025.gi.de/). Outstanding contributions will be honoured with prizes.

Important Dates

- 28 May 2025 Submission deadline
- 24 June 2025 Notification of acceptance
- 08 July 2025 Submission of the camera-ready version
- 17/18 Sept. 2025 Presentation at SKILL 2025 in Potsdam

Submissions

Contributions from all areas of Computer Science and their applicable areas are welcome. The submission system can be found at https://easychair.org/conferences/?conf=skill2025 or as a link on the conference website. Papers of the following format can be submitted:

- Short paper (4 - 6 pages, incl. References)
- Full paper (10 - 12 pages, incl. References)

Submitted papers can be based on seminar papers, internship reports, theses, or extracurricular activities. For the conference, papers written in English and German, can be submitted. You can find the stylesheet (GI LNI series) at the conference website. Submitted papers are peer reviewed by members of the reviewing committee.

Please note that submissions by doctoral candidates and submissions co-authored by professors cannot be accepted. The co-authorship of doctoral candidates and students is an exception.

Contact and further information

- WWW: https://skill.gi.de
- E-Mail: skill@gi.de
- Social Media: https://mas.to/@skill

Fees

A small fee is charged for conference participation. We will attempt to organise grants in order to cover travel and accommodation expenses for authors of accepted papers.

Konferenzorganisation

The conference is organised by the German Informatics Society. Contact persons for the SKILL 2025 are:

- Thomas Riechert (Hochschule für Technik, Wirtschaft und Kultur Leipzig)
- David Plecher (Technische Universität München)
- Ludger Porada (Gesellschaft für Informatik e.V.)

Topics

We do not restrict certain the call for paper to specific topics since we welcome all contributions discussing Computer Science and adjacent topics. Possible thematic areas are:

- Algorithms and complexity
- Natural language processing
- Bioinformatics
- Computer networks and operating systems
- Databases
- Energy and environmental informatics
- Integration Engineering
- Conceptual Modelling
- Medical Informatics
- Human Computer Interaction
- Software engineering
- Computer engineering
- Administrative and legal Informatics
- Visualisation and games
- Web engineering
- Semantic web
- Business informatics
- Artificial intelligence
- …

Programme Comittee

The program committee consists of professors, scientists, previous SKILL authors, and partners from industry and practice. Details about the current program committee are available on the conference website. (https://skill.gi.de)