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The Sixth International Conference on Advances in Computation, Communications and Services

ACCSE 2021

May 30 - June 3, 2021 - Valencia, Spain

<http://www.iaria.org/conferences2021/ACCSE21.html>

Important deadlines:

Submission (full paper)	March 23, 2021
Notification	April 12, 2021
Registration	April 26, 2021
Camera ready	May 1, 2021

Tracks:

- Information Systems and Technologies
- Integrated Solutions and Applications
- Platforms for Process, Factory, Industrial Applications
- Enterprise Architecture Integration, Product Lifecycle
- Modeling, Optimization, Intensive Computing
- Benchmarks for Ubiquitous Crowdsourcing: Metrics, Methodologies, and Datasets
- Data Analytics, Public/Private Data, Linked/Open Data
- Cloud and Ubiquitous Computing
- Big Data and Smart Computing
- Supercomputing, Quasi-supercomputing (Applications, Deployments, Experiences)
- Web and Internet Computing
- Collaborative and Social Computing Technologies
- Smart Cities, Urban Networking, Urban Services
- Participatory sensing, crowdsourcing, and citizen science
- Networking, Protocols, Data-centers, Services
- Sensors, Sensing, Measurements
- Smart Devices, Wearable/Implantable Devices
- Signal, Image, and Voice Processing
- Wireless and mobile communication systems
- Mobile Data and Internet
- Internet of Things (IoT) and IoT Delivery Platforms
- Mobile and Vehicular Systems
- Multimedia, Mobile Media, Content, Information Retrieval
- Semantic, Ontology and Web technologies
- Knowledge, Data and Information Management
- Software design, testing, and experimentation technology for collaborative
- Software tools, Programming, Simulation, Verification, Validation
- Digital design, Embedded hardware and Software architectures
- Embedded Systems and Software
- User Interfaces, Usability Issues
- User Interfaces, Visualization, Modeling
- Web Services Architecture, Modeling and Design
- Security, Privacy, Trust, Identity, Biometrics
- Safety, Reliability, Resilience, Risk
- Cyber-Science, Cyber-systems, Computer Crime Prevention/ Detection
- e-Services (Health, Commerce, Learning, Business, Government, Society)