Important deadlines:
Submission (full paper)            March 23, 2023
Notification                        May 2, 2023
Registration                        May 16, 2023
Camera ready                        May 26, 2023

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)