



IEEE

IMCOM 2021

IEEE
SMC

Systems, Man, and Cybernetics Society

15

International Conference on Ubiquitous Information Management and Communication

January 04-06, 2021

Online Conference - Free Registration Fee

<http://www.imcom.org>

The conference proceedings are Scopus and EI indexed and will be published on IEEE Xplore Digital Library. **Selected papers** presented at the conference will be published after further improvement and revision at Special Issues in IEEE Access, WCMC, Oxford The Computer Journal, IEEE Transactions on Emerging Topics in Computing, IET Intelligent Transport Systems, along with 5 other SCI/SCIE journals



General Information

This conference will constitute a forum for the presentation and discussion of latest results in the fields of information management, communication technologies and their implications on social interaction. The aim of such a forum, as an international conference, is conducive for encouraging the exchange of ideas and information, providing research directions in cutting-edge domains, and fostering collaborations between academia and industry. In this context, the program committee will accept a limited number of papers that meet the criteria of originality and presentation quality.

Two main tracks for information processing management and communication technologies will be held, covering both research and applicability aspects. Each of these topic areas is expanded below but their sub-topics are not listed exhaustively.

Information Processing Management

Information Management

- ✓ Internet search/ Security
- ✓ Portals/ UCC management
- ✓ Online communities
- ✓ Databases/ XML/ Data mining
- ✓ Information integration
- ✓ Information personalization
- ✓ O2O, W2W, B2B, and B2C

Intelligent Information Processing

- ✓ Machine learning/ Machine vision
- ✓ Context-awareness
- ✓ Autonomous computing
- ✓ Natural language processing
- ✓ Affective computing
- ✓ Human-robot interaction / Cognitive robotics
- ✓ Pattern recognition
- ✓ Expert system/ AI

Interaction Management

- ✓ Interaction systems/ Multimodal interaction
- ✓ AR/VR/Game
- ✓ Human-drone interaction
- ✓ Multimedia visualization
- ✓ Speech recognition and graphics
- ✓ Face recognition
- ✓ Pervasive computing
- ✓ Biometrics

Communications

Networking/ Telecommunications

- ✓ Ubiquitous and mobile computing
- ✓ Wireless BAN/ PAN/ LAN/ Mesh
- ✓ Sensor networks / Ad hoc network
- ✓ Mobile multimedia QoS
- ✓ IoT software platform
- ✓ Grid and cloud computing
- ✓ SDN/ NFV/ Openflow
- ✓ Container networking
- ✓ Middleware and P2P computing

Social Interaction

- ✓ Social computing/ Informatics/ Social web
- ✓ New communication media/ Virtual communication design
- ✓ Edutainment, Infotainment/ E-learning
- ✓ Mobile interaction
- ✓ Cyberpsychology/ Engineering psychology
- ✓ Cognitive Modelling, Architecture, Design
- ✓ User modeling
- ✓ Human-computer interaction/ Digital human
- ✓ Usability/ User Experience

Important Dates

Paper submission due: **October 20, 2020 (*)**
 Paper acceptance notice: **November 15, 2020 (*)**
 Paper registration due: **November 22, 2020 (*)**
 Camera-ready papers due: November 30, 2020

IEEE Xplore®
Digital Library

SCOPUS Engineering Village

Submission Guidelines

Regular Papers/Short Papers: Camera-ready version of regular and short papers should not be longer than 8 and 4 pages in IEEE proceedings format, respectively. Accepted papers will be categorized into oral paper or poster paper. Both are included in IEEE Xplore Digital Library and considered for Journal recommendation. For guidelines on paper submissions, please refer to <http://www.imcom.org>

Keynote Speakers



Edward W. Tunstel
Associate Director
Raytheon Technologies
Research Center, USA



Byoung-Tak Zhang
Professor
Seoul National University
Korea



Haruo Yokota
Professor
Tokyo Institute of
Technology, Japan



Suntae Jung
Chief Strategy Officer
Strategic Planning Team
Surromind, Korea



Tony Q. S. Quek
Professor
Singapore University of Technology
and Design, Singapore