



Call for Papers

28th International Conference on Systems Engineering

14-16 December 2021, Wrocław, Poland

<https://icseng.pwr.edu.pl>

Organized by:

**Department of
Computer Science and
Systems Engineering**



Wrocław
University
of Science
and Technology

**Department of
Electrical and Computer
Engineering**



Steering Committee:

- Leszek BORZEMSKI
- Henry SELVARAJ
- Jerzy ŚWIĄTEK
- Keith J. BURNHAM

Important dates:

Registration and
submission of full papers:
September 12, 2021

Notification of paper
acceptance:
October 1, 2021

Camera ready version
submission:
October 15, 2021

Registration of
Participation & Fee
payment:
October 30, 2021

CONTACT:

icseng@pwr.edu.pl

The conference aims to discuss the state-of-art in Systems Engineering and Computer Science areas, including concepts, applications, and technologies supporting contemporary information systems. The event is addressed to the scientific community, and people involved in developing business and industry information systems and applications.

ICSEng 2021 will cover the general areas of Systems Engineering and Computer Science, with particular emphasis being placed on applications. It is expected to include sessions on the following themes:

- **Aero-Space Systems** (Avionics, Unmanned Aerial Vehicles, Aviation Control)
- **Analog and Digital Hardware Systems** (Real-time Systems, Embedded Systems, Hybrid Embedded Systems, Mixed Signal Designs, Multi-media Systems, Gaming and Entertainment Systems, Quantum computing, Photonics and Lighting Systems, Environmental Systems and Green IT Engineering, System Engineering Standards, Modeling, Paradigms, Metrics, Testing, Management, Optimization, Simulation, Reliability, and Fault-Tolerant)
- **Artificial Intelligence and Machine Learning** (AI Methods and Applications, Expert Systems, Neural Networks, Fuzzy, Hybrid Systems, Machine Learning and Analytics, Deep Learning, Edge AI, AI for all, Intelligence Everywhere, AI Engineering, Knowledge Engineering, Real-World Applications in Systems Engineering Area, AI for Playing Games, AI for Game Design)
- **Big Data** (Knowledge Discovery and Data Mining, Data Warehouses, Sensor Networks, Data Classification, Regression, Health Data, Real-Time Satellite Data Storage and Processing)
- **Cloud, Edge and Fog Computing** (Concepts, Approaches, Technologies, Processing Evaluation, Applications in Systems Engineering Area)
- **Computer, Network and Information Systems Security** (Security and Quality of Service in Networks, IoT, Distributed Systems, Embedded Systems, and Clouds, Blockchain Technologies)
- **Cyber-Physical Systems** (Embedded Artificial Intelligence, Digital Twins)
- **Distance Learning & Training** (Systems Engineering Online Education & Training education, now and in post-COVID-19 era)
- **E-Business Systems** (IT in Business and Production, Anywhere Operations, Intelligent Composable Business Systems)
- **Financial technology (FinTech)** (Digital Transformation in Financial services, RegTech, Automated Wealth managers)
- **General Control Systems** (Control Theory, System Identification, and Adaptive Control, Nonlinear Controls, Uncertain Systems)
- **Hyperautomation and Industry 4.0** (Intelligent Process Automation, Industrial Automation and Robotics, Smart Manufacturing, Industrial 5G factories, Robotic Process Automation (RPA), Connected Industries)
- **Internet of Things and Web of Things** (Industrial IoT, WoT systems, Internet of Behaviors (IoB), Smart Cities, Precision Agriculture)
- **Medical Systems and Telemedicine** (COVID-19 Modeling and Analysis, Telehealth, Single and Multiple Modality Medical Data Analysis, Expert Systems, Prompting Systems, Databases)
- **Parallel and Distributed Systems** (Distributed Computer and Computer Networks Systems, Middleware, Distributed Servers, Distributed Wireless Systems, High Performance Computing, Cloud Computing)
- **Power Systems** (Environmental Systems, Energy Systems, Renewable Energy, Nuclear Energy)
- **Robotics, Computer Vision, and HCI** (Virtual Reality (VR), Augmented Reality (AR), Extended Reality (ER), Human-Computer Interface/UX Design)
- **Sensor and Biometric Systems** (Sensors, Integration, Data Analysis, Verification Techniques, Image Processing, Heterogeneous Data Sources, Monitoring Techniques, Signal Detection Algorithms, Privacy Protection)
- **Telecommunication and Networking** (Information and Communication Theory, Networks, Vehicular Ad Hoc Networks and Mobile Ad hoc Networks, Geographic Information Systems, GPS, WiFi6, 5G, Deployment of 5G networks, Next-generation Mobile Communication Technology (6G), Wireless Sensor Network (WSN) for UAVs (Unmanned Aerial Vehicles), Mobile Systems and applications)
- **Web Systems** (Web Design, Web Performance Enhancing and Evaluation, Web of Things, Web Systems Engineering, Web Analysis)

The papers, accepted in a peer review process, will appear in the proceedings published in **Springer's "Lecture Notes in Networks and Systems" book series**, submitted for indexing by the **Thomson Reuters (Web of Science), SCOPUS, DBLP, Ei Compendex, Google Scholar** and **Springerlink**. Extended best papers will be published in **Applied Sciences, International Journal of Electronics and Telecommunications**.