



# 22<sup>nd</sup> International Conference on **Innovations for Community Services**



June 13 - 15, 2022 Delft, The Netherlands

# "Exploring Future Computing"

# **Call for Papers**

14CS solicits submissions of unpublished papers presenting research results, industrial experiences and applications, as well as detailed specifications of open problems.

Electronic submission is required. Full papers of no more than 16 pages, written in English should be submitted as PDF files at the EasyChair conference management system: https://easychair.org/conferences/?conf=i4cs2022. All submitted papers will be subject to a single-blind review process by at least three program committee members.

I4CS 2022, ranked as C-level in CORE, will publish their proceedings with Springer in Communications in Computer and Information Science (CCIS) series. In addition, the papers will be sent to indexing libraries, e.g. DBLP, Scopus.

### Important Dates

- February 20, 2022
- March 20, 2022
- April 1, 2022
- April 1, 2022
- June 13 15, 2022

Paper submission Author notification Camera-ready copies Authors' registration

### Conference



For more information and further details, please feel free to check out either: http://www.i4cs-conference.org/

or e-mail info@i4cs-conference.org or contact our chairs directly.

### Conference Chair: Frank Phillipson

TNO/Delft University of Technology Delft/The Hague, The Netherlands conference-chair@i4cs-conference.org

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#### Steering Chair: **Gerald Eichler**

Deutsche Telekom Technology & Innovation Darmstadt, Germany steering-chair@i4cs-conference.org



# **Topics**

Internet community systems, foundations, technology, applications as well as socializations. The topics include, but are not limited to original work to be presented at the conference in the following areas:

## **Technology:**

### **Distributed Architectures and Frameworks**

- Data architectures and enablers for community services
- Block chain and secure multi-party computation
- 5G/6G technologies and ad-hoc mobile networks
- Data models, artificial intelligence, and big data analytics
- Distributed and hybrid quantum computing

### **Applications:**

### **Communities on the Move**

- Social networks, news, and mobile work
- Open collaboration and eLearning didactics
- Recommender solutions and context awareness
- Augmented reality, robotics, and location-based gaming
- Intelligent transportation, logistics, and connected cars

#### Socialization:

# **Ambient Work and Living**

- Pandemic-related challenges and eHealth-assisted living
- Smart energy and home control
- Smart cities and municipal infrastructure
- Internet of things and cyber physical systems
- Security, identity, and data protection

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