

# I4CS

## Innovations for Community Services

June 12 - 14, 2024, Maastricht, The Netherlands

Photo: Phillipson



## 24<sup>th</sup> International Conference on Innovations for Community Services



June 12 - 14, 2024  
Maastricht, The Netherlands

*“Crossing Digital Borders”*

### Call for Papers

I4CS invites submissions of unpublished papers presenting research results, industrial experiences and applications, as well as detailed specifications of open problems.

Electronic submission is mandatory. Full papers of no more than 20 pages, written in English should be submitted as PDF files at the EasyChair conference management system: <https://easychair.org/conferences/?conf=i4cs2024>. All submitted papers will be subject to a single-blind review process by at least three program committee members.

I4CS 2024, 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, 2024 Paper submission
- March 20, 2024 Authors' notification
- April 1, 2024 Camera-ready copies
- April 1, 2024 Authors' registration
- June 12 - 14, 2024 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](mailto:info@i4cs-conference.org)  
or contact our chairs directly.

### 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
- Cryptography and decentralized secure 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
- VR/AR, robotics, and location-based gaming
- Intelligent transportation, logistics, and connected cars

#### Socialization:

##### Ambient Work and Living

- Remote work challenges and eHealth-assisted living
- Chat bots and open AI models
- Smart home, energy control, city, and infrastructure
- Internet of things and sensor networks
- Cybersecurity and privacy concerns

Program Chair:  
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