



26th International Conference on Innovations for Community Services



June 15 - 17, 2026
Copenhagen, Denmark

"People Empower Technology"

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I4CS invites submissions of unpublished papers presenting research results, industrial experiences and applications, as well as detailed specifications of open problems.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 American English should be submitted as PDF files at the EasyChair conference management system: <https://easychair.org/conferences/?conf=i4cs2026>. All submitted papers will be subject to a single-blind review process by at least three program committee members.

I4CS, ranked CORE C-level, will publish their proceedings with Springer in Communications in Computer and Information Science (CCIS). Additionally, papers will be sent to indexing libraries e.g., DBLP, Web of Science or Scopus.

Important Dates

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|----------------------|--------------------------|
| ■ February 15, 2026 | Abstract upload |
| ■ February 22, 2026 | Paper submission |
| ■ March 16, 2026 | Authors' notification |
| ■ March 29, 2026 | Camera-ready copies |
| ■ March 29, 2026 | Presenters' registration |
| ■ June 15 - 17, 2026 | 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.

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Topics

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

Technology:

Emerging Architectures and Frameworks

- Smart architectures and enablers for data sharing
- Cryptography and cryptology
- 5G/6G technologies and ad-hoc wireless networks
- Data models, analytics, and big data management
- Quantum and cloud computing

Applications:

Smart Communities on the Move

- Social networks, open data, and distributed coworking
- Barrier-free collaboration, publishing, and eLearning
- Recommender solutions and chat bots
- Virtual & augmented reality, robotics, and mobile e-sports
- Intelligent traffic, logistics, and connected cars

Socialization:

Ambient Work and Living

- Distributed work challenges and eHealth-assisted living
- Machine Learning, human-centered AI, and governance
- Smart home, energy control, and public infrastructure
- Internet of things and dynamic sensor networks
- Cyber- and information security



LIFE IS FOR SHARING.

