

2017 IEEE Cyber Science and Technology Congress (CyberSciTech 2017)

Orlando, USA

November 6-10, 2017

<http://cyberscitech.net/2017/>

*Towards Cyber-Enabled New Sciences,
Technologies and Applications
for a Better Society*

Co-located with *IEEE DASC 2017, PICom 2017 and DataCom 2017*



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Contact Email

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The modern digitized world has led to the emergence of a new paradigm on global information networks and infrastructures known as Cyberspace and the studies of Cybernetics, which bring seamless integration of physical, social and mental spaces. Cyberspace is becoming an integral part of our daily life from learning and entertainment to business and cultural activities. As expected, this whole concept of Cybernetics brings new challenges that need to be tackled.

To address these emerging challenges, there is a need to establish new science and research portfolios that incorporate cyber-physical, cyber-social and cyber-mental technologies together in a coherent manner to deliver the vision of Cyberspace. This is the aim of the 2017 IEEE Cyber Science and Technology Congress (CyberSciTech 2017) to offer a common platform for scientists, researchers and engineers to share their latest ideas and to exchange the latest developments and outcomes in their research and technologies, with a broad scope of cyber-related science, technology and application topics. CyberSciTech 2017 covers four main research tracks including but not limited to the following areas or topics.

Track 1: Cyber Science and Fundamentals

Cyberspace Structure & Property, Cyber-world Constituents & Evolution, Cyberspace & Cyber-world Modeling, Cyber-enabled Hyper-connection, Cyber Visualization, Web Science, Internet Science, Data Science, Cyber Physical Science, Cyber Social Science, Cyber Human Science, Cyber Life Science, Cyber Physics, Cyber Biology, Cyber Ecology, Cyber Dynamics, Cyber Security

Track 2: Cyber Physical Computing and Systems

Cyber-Physical Systems, Cyber-Physical Interface, Cyber-Physical Hybrid Intelligence, Ambient Intelligence, Intelligent Transportation Systems, Networked Robots, Virtual Reality, Augmented Reality, Wearable/Bearable Computing, Cyborg, Internet of Things (IoT), Smart Object, Smart Sensor, Smart Environment, Smart City, Smart Agriculture, Smart Manufacture, Smart Healthcare, Smart Service, Smart Cloud, Smart World

Track 3: Cyber Social Networks and Computing

Cyber-Social Networks, Cyber-Sociology, Cyber-Culture, Cyber-Economy, Cyber-Social Evolution, Cyber-Social Sensing, Cyber-Social Simulation, Cyber-Behavior Analytics, Cyber-Crowdsourcing, Cyber-Trust, Cyber-Privacy, Cyber-Rights, Cyber-Crime, Cyber-Law, Cyber-Telepathy, Anticipatory Computing

Track 4: Cyber Life, Intelligence and Mental Computing

Cyber-Brain, Cyber-Individual, Cyber-Life, Cyber/Digital Clone, Cyber-Human Evolution, Cyber-Psychology, Cyber-Cognition, Cyber-Affordance, Cyber-Human Analytics, Cyber-based Learning, Cyber-Thinking, Cyber-Creation, Affective Computing, Emotional Computing, Mental Computing, Sentiment Analysis

Important Dates

Workshop/Special Session Proposal Due:	February 28, 2017
Paper Submission Due:	May 10, 2017-June 15, 2017
Author Notification:	July 10, 2017-July 30, 2017
Camera-Ready Manuscript Due:	August 15, 2017

Submission and Publication

Authors are invited to submit their original work that has not previously been submitted or published in any other venue. Submitted papers need to abide by IEEE Computer Society formats. Final papers must be formatted accordingly (see "[IEEE Manuscript Templates](#)") and submitted via EDAS <https://edas.info/newPaper.php?c=23118>.

Proposals for organizing tutorials, workshops and special sessions need to be submitted to the Tutorials, Workshops and Special Sessions Chairs, respectively. A proposal should include title, theme, scope and main presenters/organizers.

Main track, workshop/special session, poster (short) papers all need to be in IEEE CS format and submitted following the same instruction on the CyberSciTech 2017 congress web site. A main track, workshop, or special session paper should be between 6-8 pages. A poster (short) paper should be between 2-4 pages.

All accepted papers in the main tracks, workshops, special sessions and posters will be published in an IEEE Computer Society proceedings (EI indexed). Extended versions of selected excellent papers will be considered for publication in special issues of prestige journals (<http://cyberscitech.net/2017/special-issues/>).