

**[CALL FOR PAPER]**

**IEEE Conference Record Number: 39245**

**Dear Colleagues,**

**Greetings from Amity School of Engineering & Technology!**

Information Technology today has evolved into a rapidly changing and dynamic science. The pace of change has become blisteringly fast. Timelines have shrunk drastically for technology from being termed cutting edge to becoming obsolete. There is technology in everything and everywhere. Information Technology has a profound influence on all branches of science, engineering, management as well. This event includes oral or poster presentation of research papers grouped into parallel tracks. The Internet of Things (IoT), proclaimed as Internet of Everything, is the system of physical articles or "things" implanted with gadgets, programming, sensors, and availability to empower items to gather and trade data. IoT is anticipated to create a lot of information from different areas that is accumulated rapidly, thereby expanding the need to better record, store and process such data.

Authors are cordially invited to submit unpublished and original work through on line Easy Chair paper submission process (https://easychair.org/conferences/?conf=incite2016) on or before July 15, 2016 based upon the following topics, but not limited to:

|  |  |  |
| --- | --- | --- |
| * Ad hoc and Sensor Networks * Advance Methods for Data Acquisition * Algorithms & Techniques * Artificial Intelligence and Soft Computing * Autonomic Computing * Big Data * Biomedical Engineering and Bioinformatics * Broadband Communication * CDMA, TDMA and FDMA * Circuit Modeling and Scientific Computing * Cloud Computing, Cloud Security, Privacy and Compliance Challenges * Communications and Control * Component Based Development * Computer Architecture and Real Time Systems * Computer Systems and Networks * Control Engineering * Data Communications, Networking and Interconnection Technologies * Data Optimization * Distributed & Parallel Systems * Distributed Architectures and Mechanisms | * E-Learning, E-Commerce, E Society, E-Business and E Governance * Embedded Systems * Emerging Trends in Information Systems * Evolutionary Algorithm * Experiences with Existing Cloud Infrastructure, Services and Uses * Fuzzy Logic and Circuit Designs * Game Theory * Geographic Information Systems * Green Computing * Green ICT and Clouds – Theory, Practice and Experiences * Grid and Cluster Computing * Health Informatics * Human Computer Interaction * Image Processing * Information and Knowledge Management * Information Retrieval System * Internet of Things * Knowledge Discovery and Data Mining * Mobile and Ubiquitous Computing * Mobile Computing * Modelling and Simulation * Multimedia Applications * Natural Language Processing * Network Security & Cryptography | * Numerical Analysis and Circuits * Operating Systems Optical / Quantum Computing * Pattern Recognition * Peer-to-Peer (P2P) Systems * Pervasive Computing * Real-Time Analysis * Reliability Engineering and Fault Tolerance * Remote Sensing & GIS * Satellite and Space Communications * Scientific Computing * Security, Privacy and Compliance * Semantic Web * Service-Oriented Architecture * Signal Processing * Software Architecture for scientific computing * Software Engineering and Testing * Software Security & Risk Management * Virtual and Overlay Networks * VLSI / Embedded Systems and CAD/CAM * Voice and Video Communications * Web and Internet Computing * Web Engineering * Web Mining * Wi-max |

All accepted and presented papers will be submitted to IEEE Xplore digital library for publications.

**Important Dates:**

Paper Submission Deadline: ~~July 15, 2016~~ July 31, 2016

Review Notification: August 15, 2016

Camera ready Paper Submission Deadline: September 15, 2016

Last Date of Registration: September 15, 2016

**For detailed information about the event, kindly visit the conference website: http://www.amity.edu/incite2016**

We look forward to your contributions in the conference.

|  |  |
| --- | --- |
| Organizing Team  InCITe 2016 |  |