The 2021 International Conference on Communications, Computing, Cybersecurity, and Informatics, CCCI 2021, is an international forum for scientists, engineers, and practitioners to present their latest research and development results in all areas of Communications, Computing, Cybersecurity and Informatics, CCCI.

The conference will feature tutorials, technical paper presentations, and distinguished keynote speeches. All accepted and presented papers will be published in the conference proceedings and submitted to IEEE Xplore digital library covered by Scopus and EI Compendex as well as other Abstracting and Indexing (A&I) databases.

Extended versions of selected accepted papers from the conference will be published in special issue(s)/Section(s) of International Journals.

Communication
- Web Services and Performance
- Connected Machines
- Networking
- Wireless/ Mobile Communication
- Quantum Computing
- Satellite Communication Systems
- 4G/5G Networks
- Wireless Sensor Networks
- Power line Communication
- Mobile Adhoc Networks
- Open Spectrum Solutions
- Communication Protocols
- Cognitive Radio

Cybersecurity
- Network Security
- Intrusion Detection
- Biometrics based Security
- Security of E-Systems
- Privacy
- Authentication and Access Control
- Surveillance
- Internet Security
- Digital Watermarking
- Steganography
- Cryptography
- Ethics in Cybersecurity
- Trust Models for Social Networks
- Web Services Security
- Secure Transactions
- Cryptography
- Information Content Security
- Secure Protocols

Intelligent Systems and Robotics
- Artificial Intelligence
- Neural Networks
- Fuzzy Logic
- Expert Systems
- Agents and Multi-agent Systems
- Data Mining
- Support Vector Machines
- Ambient Intelligence
- Computational intelligence
- Smart Grids
- Robotics and Autonomous systems
- Intelligent Control systems
- Hybrid intelligent systems

Computing
- Internet of Things
- Cloud Computing
- Grid Computing
- Green Computing
- Big Data
- Computational Intelligence
- Smart Cities and Homes
- Machine to Machine
- Deep Learning
- High Performance Computing
- Mobile Applications
- Social Computing
- Genetic Algorithms
- Parallel and Distributed Systems
- Modeling and Simulation
- Performance Evaluation of Computer and Networks Systems

Informatics
- Human Computer Interaction
- Biomedical and Health Informatics
- Chemoinformatics
- Neurosciences
- Computer Vision
- Image Processing
- Data Mining
- Geographic Information Systems
- AI and Machine Learning
- Video Analysis
- Segmentation Techniques
- Augmented Reality
- Virtual Reality
- Computer Aided Network Design
- Fuzzy Logic

Emerging Technology
- Internet of Things
- Cloud Computing
- Big Data
- Smart Cities
- Machine to Machine
- High Performance Computing
- Mobile Applications
- Knowledge Management
- Social Computing
- Software Engineering and Quality
- Networking in the Nanoscale

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- Albert Zomaya, Univ. of Sydney, Australia

Important Dates
Paper submission: Extended to August 13, 2021
Invited session, workshop, tutorial proposals: Aug 13, 2021
Author notification: September 13, 2021
Camera-ready paper submission: September 27, 2021