IEEE SMC 2016 October 9-12, Budapest, Hungary



SINC Systems, Man, and Cybernetics Society

The 2016 IEEE International Conference on Systems, Man, and Cybernetics (SMC2016) will be held in the heart of Central Europe, in Budapest which one of the most beautiful and historical cities in Europe. SMC2016 is the flagship conference of the IEEE Systems, Man, and Cybernetics Society. It provides an international forum for researchers and practitioners to report up-to-the-minute innovations and developments summarize stateof-the-art, and exchange ideas and advances in all aspects of systems science and engineering, human machine systems and cybernetics. Advances in systems science and human-machine engineering. systems and cybernetics have increasing importance in the creation of intelligent environments involving technologies interacting with humans to provide an enriching experience, and thereby improve quality of life.

Deadlines

February 22, 2016

Submission of proposals for Special Sessions

February 29, 2016 Submission of proposals for Workshop ses-

sions March 15, 2016

Acceptance/rejection notification of proposals for Special and Workshop Sessions April 15, 2016

Initial Paper Upload

Deadline for submission of regular, special, demo, position and workshop papers via the electronic paper submission system

April 15, 2016

Deadline for submission of proposals for Tutorial sessions

May 25, 2016

Acceptance notification for Tutorial sessions

May 25, 2016

Acceptance notification for all categories of papers

July 9, 2016

Final Paper Upload Final camera-ready papers due for regular, special, demo, position and workshop papers via the electronic paper submission system

July 9, 2016

Deadline for early registration

SMC 2016 CALL FOR PAPERS

2016 IEEE International Conference on Systems, Man, and Cybernetics October 9-12, 2016 Hotel Intercontinental, Budapest, Hungary

SMC2016 is dedicated to the Hungarian born

John von Neumann "a Pioneer of Modern Computer Science".

In honor of him, the theme of the conference is

"A theory that transformed the world to a Cyberspace"

Papers related to the conference theme are especially solicited, including theories, methodologies, and emerging applications. The following contributions on theory and practice, including but not limited to the following technical areas, are invited.

Systems Science & Engineering Human-Machine Systems

Conflict Resolution Cooperative Systems and Control Cyber-Physical Cloud Systems Decision Support Systems Discrete Event Systems and Petri Nets Distributed Intelligent Systems Enterprise Architecture and Engineering Enterprise Information Systems Grey Systems

Homeland Security Smart Metering

Infrastructure Systems and Services Intelligent Green Production Systems Intelligent Learning in Control Systems Intelligent Power and Energy Systems Intelligent Transportation Systems Intelligent Vehicle Systems and Control Large-Scale System of Systems Logistics Informatics and Industrial Security Systems Medical Mechatronics Model-Based Systems Engineering Robotic Systems Service Systems and Organization System of Systems Smart Sensor Networks System Modeling and Control Systems Biology Technology Assessment

Assistive Technology Augmented Cognition Brain-based Information Communications Design Methods Entertainment Engineering Human-Computer Interaction Human Factors Human Performance Modeling Human-Machine Cooperation and Systems Human-Machine Interface and Communications Web Intelligence and Interaction

Information Visualization Information Systems for Design/Marketing Virtual and Augmented Reality Systems Interactive and Digital Media Interactive Design Science and Engineering Kansei (sense/emotion) Engineering Medical Informatics

Multimedia Systems Multi-User Interaction Resilience Engineering Supervisory Control Systems Safety and Security Team Performance and Training Systems User Interface Design Wearable Computing Affective Computing Companion Technologies Mental Models

Cybernetics

Agent-Based Modeling Artificial Immune Systems Artificial Life Biometric Systems and Bioinformatics Computational Intelligence Computational Life Science Cybernetics for Informatics Evolutionary Computation Expert and Knowledge-Based Systems Information Assurance and Intelligent Multimedia Computation Heuristic Algorithms Hybrid models of NN, Fuzzy Systems and Evolutionary Computing Image Processing/Pattern Recognition Fuzzy Systems and Applications Intelligent Internet Systems Knowledge Acquisition in Intelligent Machine Learning Machine Vision

Media Computing Medical Informatics Neural Networks and Applications Optimization Self-Organization Swarm Intelligence

Call for Regular Session Papers

Prospective authors are invited to submit full-length papers electronically through the conference website. Papers should be concise, but contain sufficient detail s and references to allow critical review.

Call for Special Sessions

Special Sessions provide a focused discussion of new or innovative topics. Special session organizers collect at least five papers, download the special session proposal template from the SMC2016 website, and submit the completed proposal to the Special Sessions Chair.

Call for Demo Paper Sessions, Tutorials and Workshops

These categories are intended to promote applied research and applications, including work in progress, and encourage collaboration between industrial and academic members of the SMC community.

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