

Submission Deadline Extended to March 10, 2008

Sessions on Internet Computing and Networking Sessions on Computer Science and Computer Engineering Education

The 2008 World Congress in Computer Science, Computer Engineering, and Applied Computing (WORLDCOMP'08) July 14-17, 2008, Las Vegas, NV, USA

Dear Researchers and Colleagues:

You are invited to submit an extended abstract or paper to various conferences and sessions relating to internet computing and networking (**ICWN, CIC and ICOMP**). You are also invited to submit an extended abstract or paper to **FECS**, an international conference relating to computer science, computer engineering and information systems education.

One of the World's largest gathering of researchers in computer science, computer engineering and applied computing will be held July 14-17, 2008 in Las Vegas. The 2008 World Congress in Computer Science, Computer Engineering, and Applied Computing (Worldcomp08) is a major annual research event. It assembles a spectrum of affiliated research conferences into a coordinated research meeting held in a common place at a common time. Last year's conference attracted over 1,850 computer science and engineering researchers from 82 countries. It is anticipated that The WORLDCOMP'08 will attract about 2500 participants.

This year's academic co-sponsors will be: Harvard University (Cambridge, Massachusetts); MIT and Harvard's Biomedical Cybernetics Lab (USA); Intelligent Data Exploration and Analysis Lab, The University of Texas at Austin (Austin, Texas); University of Iowa's Medical Imaging HPC Lab (Iowa City, Iowa); and Institute for Informatics Problems of Russian Academy of Sciences (selected tracks; Moscow, Russia), and many more

You can submit extended abstracts and papers to the following conferences (see the topic lists below):

The 2008 International Conference on Internet Computing (ICOMP'08)

The 2008 International Conference on Wireless Networks (ICWN'08)

The 2008 International Conference on Communications in Computing (CIC'08)

The 2008 International Conference on Frontiers in Education: Computer Science and Computer Engineering (FECS'08)

SUBMISSION OF EXTENDED ABSTRACTS AND PAPERS:

Please regard this as general guidelines. Prospective authors are invited to INITIALLY submit their EXTENDED ABSTRACTS (about 2 to 3 pages - single spaced, font size of 10 to 12) and PAPERS directly to V. A. Clincy (vclincy@kennesaw.edu).

Again, send your abstracts and papers DIRECTLY TO THE Co-Chair and Editor: V. A. Clincy at vclincy@kennesaw.edu

If you are interested in serving as a REVIEWER, please send a current vita directly to V. A. Clincy at vclincy@kennesaw.edu. If you were a past accepted reviewer, no need to send a vita.

The deadline for submission is March 10th with a notification-of acceptance (or denial) by April 7th. E-mail submissions in MS document or PDF formats are preferable (Fax or postal submissions are also acceptable.). The Co-Chair will forward the papers to respective reviewers.

Extended abstracts and papers will be evaluated and fully refereed for originality, significance, clarity, and soundness. Each extended abstract or paper will be refereed by at least two researchers in the topical area. The revised, full and final papers will be reviewed by one person.

If the extended abstract is accepted, the full paper must be received by **April 25, 2008** (for a 2nd review) and must be in camera-ready form. The length of the camera-ready papers (if accepted) will be limited to 7 (IEEE style) double-column pages. Papers must not have been previously published or currently submitted for publication elsewhere. The first page of the paper should include: title of the paper, name, affiliation, postal address, e-mail address, telephone number, Fax number for each author. The first page should also include the name of the author who will be presenting the paper (if accepted) and a maximum of 5 keywords. Also, the name of the conference that the paper is being submitted to must be mentioned on the first page.

IMPORTANT DATES :

Regular Schedule

March 10, 2008: **New Deadline for Paper Submission**
April 7, 2008: **New Deadline for Notification of Acceptance**

April 28, 2008: **New Deadline for Full Camera-Ready papers**
July 14-17, 2008: **The WORLDCOMP'08 Conferences**

CO-CHAIR, EDITOR AND COORDINATOR:

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Websites (all websites are currently being updated):

The 2008 International Conference on Internet Computing (ICOMP'08)
<http://www.worldacademyofscience.org/worldcomp08/ws/conferences/icomp08>

The 2008 International Conference on Wireless Networks (ICWN'08)
<http://www.worldacademyofscience.org/worldcomp08/ws/conferences/icwn08>

The 2008 International Conference on Communications in Computing (CIC'08)
<http://www.cic-conf.net/>

The 2008 International Conference on Frontiers in Education: Computer Science and Computer Engineering (FECS'08)

Conference Topics CIC

- § Communication Aspects of Parallel & Distributed Algorithms
- § Communications in High Performance Computing
- § Distributed Systems and Advanced Applications (e.g. multimedia)
- § Grid, Peer-to-Peer Computing and Cluster-based Computing
- § Interconnection Networks (e.g. bus-based, optical)
- § Networks (e.g. management, traffic analysis)
- § Communication Protocols (e.g. ATM, wireless)
- § Scalable and Interoperable Systems and Associated Standards
- § Performance Issues (e.g. benchmarks, measurement, evaluation)
- § Architecture (e.g. VLSI, SIMD, vector, reconfigurable)
- § Software Systems (e.g. operating system support, middleware, tools)
- § Visualization (e.g. debugging and load balancing tools)
- § Communications in Neural Computing, Genetic Algorithms
- § Communications in New Computing Paradigms (e.g. optical-, nano-, bio-computing)
- § Modeling and Simulation of High Performance Systems
- § Advanced Compilation Techniques (e.g. parallelizing compilers)
- § Programming Languages for Parallel and High Performance Computing Environments
- § Reliability and Fault Tolerance
- § Embedded and Real Time Systems
- § Digital Signal Processing
- § Internet & Web-based Processing, E-commerce, Telecommunication

Conference Topics: ICOMP

- § XML Technology and Applications
- § Internet security & trust
- § Internet applications and appliances
- § Performance evaluation of the internet
- § Resource management and location
- § Design and analysis of internet protocols and engineering
- § Web based computing
- § Web mining
- § Network management
- § Network architectures
- § Network computing
- § Network operating systems
- § Quality of service
- § Wide area consistency
- § Electronic commerce and internet
- § The WWW and intranets
- § Internetworking
- § Metacomputing
- § Denial of service issues
- § Grid based computing and internet tools
- § Languages for distributed programming
- § Cooperative applications
- § Tele-medical and other applications
- § Internet telephony
- § Next generation of internet + modeling and analysis
- § Mobile computing
- § Agents for internet computing
- § Educational applications

- § Digital libraries/digital image collections
- § Internet and emerging technologies
- § Internet law and compliance
- § Internet based decision support systems
- § Internet and video technologies
- § Internet and enterprise management
- § Web interfaces to databases
- § Internet and scalability issues
- § User-interface/multimedia/video/audio/user interaction
- § Markup Languages/HTML/XML/VRML
- § Java applications on internet
- § Alternative web lifestyles, role-playing, chat, ...
- § Caching algorithms for the internet
- § Traffic models & statistics
- § Server space/web server performance
- § Web monitoring
- § Web documents management
- § Web site design and coordination
- § Internet banking systems
- § Other aspects & applications relating to

Conference Topics: ICWN

- § Wireless security
- § Mobile wireless QoS, radio resource management
- § Mobile wireless internet, IPv6
- § Heterogeneous wireless networks, radio access networks
- § OFDM
- § W-CDMA, cdma2000, TD-SCDMA, ...
- § MIMO, adaptive antenna
- § Software-defined radio, reconfigurable radio networks
- § Wireless applications, mobile e-commerce, multimedia
- § Satellite-based systems
- § Broadcast networks
- § High altitude platform
- § GPS, location-based service
- § Mobile agents
- § Wireless & mobile applications
- § Multiple access
- § Routing, multicasting, ...
- § Resource management, wireless QoS
- § Mobile Internet
- § Transport-layer issues
- § Wireless security
- § Wireless network architectures
- § Mobile computing
- § Modeling, simulation, ...
- § Ad hoc networks, sensor networks
- § 4G, 3.5G, 3G, ... wireless systems
- § Personal area networks, body wireless networks, Bluetooth
- § Wireless sensor networks
- § Coding & modulation
- § Multi-user detection
- § Power management & control, low-power protocols
- § OFDM
- § Wireless IP networks, interworking
- § Wireless multimedia, QoS adaptation
- § WAP, mobile e-commerce
- § Location-based service, GPS
- § Disruption tolerant networks and applications
- § Distributed algorithms for wireless networks

Conference Topics: FECS

- Accreditation and assessment
- Student recruitment and retention methods

- Promoting multi-disciplinary initiatives - impact on curriculum
- Capstone research projects: examples and case studies
- Distance learning; methods, technologies and assessment
- Innovative degree programs and certificates
- Innovative uses of technology in the classroom
- Learning models
- Learning from mistakes
- Need for change: computer science and computer engineering curriculum
- Computer and web-based software for instruction
- Proposed methods for ranking CS and CE departments
- Ethics in computer science and engineering
- Incorporating writing into CS and CE curriculum
- Preparing graduates for academia
- Preparing graduates for industry
- Partnerships with industry and government
- Team projects and case studies
- Undergraduate research experiences
- Student observation and mentoring strategies
- Advising methods
- Evaluation strategies (professors, students, ...)
- Transition to graduate studies
- Integrating gender and culture issues into computer science and engineering curriculum
- The balance between course-work and research
- Issues related to the choice of first programming language
- Debugging tools and learning
- Computers in classroom
- Active learning tools
- Undergraduates as teaching assistants
- Funding opportunities for curriculum development and studies
- Pilot studies
- Recruiting methods to attract graduate students
- The role of visualization and animation in education
- Academic dishonesty in a high-tech environment
- Collaborative learning
- Using the web
- Factors that lead to success in CS and CE