10th INTERNATIONAL CONFERENCE
On
(ITSEICT– 2015)
Organized by
“Krishi Sanskriti”
On
19th and 20th September, 2015
Venue:
Jawaharlal Nehru University,
New Delhi-110067
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Call for Papers and Conference Themes
The present two-day 10th International Conference on “Innovative Trends in Soft-computing, E-Learning, Information & Communication Technology” (ITSEICT– 2015) is designed to provide a common platform to the experts and delegates from academia, industries and research institutions to share their experiences, research ideas and discuss various innovative ideas and issues. Organizers cordially invite Abstracts and Full length Research Papers from all over the world to participate in this International Conference on the following scientific areas for presentations and discussions thereafter. Conference on Innovative Research in Soft-computing, E-Learning, Information and Communication Technologies aims at providing an opportunity for exchange of ideas and dissemination of knowledge among Academia, Industries, Research Scholars, Scientists and Entrepreneurs. Contributions are invited from prospective authors from related areas. This would lead to spread the knowledge and consolidate the recent advancements in the respective fields. Papers describing new methods and technologies, advanced prototypes, system tools and techniques and general survey papers indicating futures direction are also encouraged. All contribution should be of high quality, Original and not published elsewhere or submitted for publication. During the review period, Papers will be reviewed by eminent scholars in the respective areas. All selected papers will be published in International Journal titled “Advances in Computer Science and Information Technology (ACSIT)” and “Journal of Basic and Applied Engineering Research (JBAER)” having ISSN No. in print version as well as online version and that will be likely to be released on the day of conference.

Themes
Software Engineering
- Component Based Software Engineering,
- Fault Tolerance and System Testing,
- Knowledge Based Software Engineering,
- Process Models,
- Software Construction,
- Software Metrics,
- Software Project Management,
- Software Reuse,
- Testing Techniques,
- Verification and Validation,

Mobile Learning
- Adaptive or Collaborative Environments,
- Augmented Learning,
- Challenges and opportunities,
- Design and development of course content,
- Educational Apps and Games,
- Evaluation and Assessments,
- Innovative Approaches,
- Interaction Design and Usability,
- Interoperability and Standards,
- Ubiquitous and Ambient learning,
- User’s characteristics (age, gender, culture, expertise, etc.) and mobile learning,
- Virtual Learning,
- Blended learning,
- Cloud Computing for E-Learning,
- Distance Learning vs. eLearning,
- Educational Technology & Globalization,
- E-Learning Portals,
- e-Learning Tactics, Pedagogical Strategies, Curriculum Development Issues,
- Future of Virtual Learning Technology,
- Innovative Teaching and Learning Technologies,
- Modern approaches and activities included in virtual teaching and online pedagogy,
- Technology Enhanced Science Learning,
- Virtual Learning Environments and Issues,
- Wireless, Mobile and Ubiquitous Technologies for Learning,

Information Retrieval
- Document Representation and Content Analysis,
- Queries and Query Analysis,
- Retrieval Models and Ranking,

Networks
- Machine-to-Machine Communications,
- Quality and Reliability of Hardware Systems,
- Storage Area Networks,

Multimedia Processing
- 3D displays, Imaging and 3D audio,
- Biometric Applications,
- Forensic Science Applications,
- Image Compression; other topics in Multimedia Processing,
- Indexing and retrieval,
- Media generation and integration,
- Medical Image Processing,
- Multimedia analysis and understanding,
- Multimedia databases and servers,
- Multimedia forensic,
- Multimedia middleware, standards and applications,
- Multimedia over IP,
- Multimedia security,
- Multimedia systems, applications and services,
- Pattern Recognition,
- Satellite Imaging Applications,
- Speech Processing,
- Video Processing,
- Virtual reality - Games and entertainment,

**Information Technology**
- Artificial Intelligence and Machine Learning,
- Broadband & Intelligent networks,
- Computational Intelligence,
- E-Commerce & E-government,
- E-Health & Biomedical applications,
- E-Learning & E-Business,
- Emerging technologies & Applications,
- Event Driven Programming,
- Expert Systems,
- Fuzzy, ANN & Expert Approaches,
- ICT & Banking,
- ICT & Education,
- ICT & Intelligent Transportation,
- ICT in Environmental Sciences,
- Information indexing & retrieval,
- Information Processing,
- Information systems & Applications,
- Intelligent Systems and Approach,
- Internet applications, working & performances,
- Knowledge Based Systems,
- Machine Vision & Remote sensing,
- Management Information Systems,
- Mobile networks & services,
- Network Management and services,
- Next generation network,
- Parallel and Distributed Computing,
- Performance Evaluation,
- Programming Languages,
- Software Engineering and Formal Methods,
- Systems & Software Engineering,
- Theoretical Computer Science,
- Web Engineering,

**Animation**
- Animation Languages,
- Behavioral Animation,
- Character Animation,
- Collision Detection,
- Computer Animation,
- Facial Animation,
- Human Figure Animation,
- Motion Capture,
- Motion Control and Kinematics,
- Particle Systems,
- Plausible Motion Simulation,
- Robotics and Animation,
- Virtual Humans,
- Virtual Tours,

**Computer Graphics and Modelling**
- Computational Geometry,
- Geometric Algorithms,
- Geometric Modelling,
- Graphical Modelling,
- Model Validation,
- Modeling of Natural Phenomena,
- Multi-Resolution Modeling,
- Physically-based Modeling,
- Solid Modeling,
- Surface Modeling,
- Surface Reconstruction,
- Texture Models,

**Human-Computer Interaction**
- Collaborative System Design,
- Design Techniques,
- Graphical Interfaces,
- Interface Software and Tools,
- Interfaces and Agents,
- Mobile Interfaces,
- Speech Recognition,
- User Requirements,
- Web Designing,

**Image and Image Processing**
- Acoustic Imaging,
- Color Imaging,
- Computer Vision,
- Digital Photography,
- Digital Video,
- Holographic Imaging,
• Hyper-Spectral Imaging,
• Image Acquisition Techniques,
• Image and Pattern Analysis,
• Image Data Management,
• Image Manipulation,
• Image Ontology,
• Image Quality,
• Image Segmentation,
• Image Synthesis Techniques,
• Internet Imaging,
• Medical Imaging,
• Multi-Spectral Imaging,
• Pattern Recognition,
• Remote Sensing,
• Software Languages and Tools for Imaging,
• Stereo Vision,
• Volumetric Imaging,
• Wireless Imaging,

**Rendering**
• Illumination Models,
• Image-based Rendering,
• Monti-Carlo and Finite Element Techniques,
• Parallel Rendering,
• Radiosity,
• Ray Tracing,
• Rendering Algorithms and Systems,
• Volume Rendering,

**Visualization**
• Augmented Reality,
• Collaborative Visualization,
• Computer Games,
• Distributed Visualization,
• Graph and Network Visualization,
• Human Perception,
• Information Visualization,
• Real-Time Visual Simulation,
• Scientific and Mathematical Visualization,
• Visualization Algorithms,
• Visualization and Knowledge Discovery,
• Visualization of Virtual Objects,
• Visualization Software,

**Databases**
• Data Mining and Warehousing,
• Database and Information Systems,
• Distributed Databases,
• Energy Conservation in networks,
• Query Optimization,
• Text Mining,

• Web Databases and Filtering,
• Web Intelligence,

**Algorithms**
• Fault Tolerant Algorithms,
• Optimization Algorithms,
• Randomized Algorithms,
• Scheduling Algorithms,
• Fuzzy logic based system,
• High Performance Computing,
• Image Processing & Computer Vision,
• Intelligence & Computer Graphics Neural Network & Expert Systems,
• Nano Computing,

**Security Management**
• Cryptography,
• Cyber Crimes,
• Service Sector Security,

**Networks**
• Advances in Network Optimization,
• Distributed Networks,
• Load Balancing,

**Applications**
• 3G/4G Network Evolutions,
• Advanced use of multimedia,
• Agent Computing & Multi-Agents Systems,
• Antennas Simulation, Design, Measurements and Applications,
• Application of FPGA and DSP in Communication Devices and Networks,
• Aspect Oriented Software Development AOSD,
• Authentication/Authorization Issues,
• CDMA/GSM Communication Protocols,
• Communication Protocol and Architecture,
• Compilers and Interpreters,
• Computational: -biology, complexity, economics, geometry, number theory, Intelligence,
• Computer Architecture and Embedded Systems,
• Defining Spectrum Rights and Open Spectrum Solutions,
• Dependable, reliable and autonomic computing,
• Distance Learning,
• Distributed Graphics and VR/AR/MR System,
• Distributed Systems and Parallel Processing,
• E- Higher and Further Education,
• e-Facilitating,
• e-Learning design, usability, evaluation,
• e-Learning implementation and cognitive styles,
• e-Learning Pedagogical Strategies,
• e-Learning to support communities and individuals,
• e-Moderating,
Personal Performance in High Speed Network

Peer Pedagogical Models

Operational, Tactical, Strategic Management

Neural Networks and Biomedical Simulations

Natural Language Processing

Multicast Routing and Technology

Communications

Modulation, Coding and Multiple Access Schemes in Microwave (RF) System Simulations, Design, Build and Measurements,

Modulation, Coding and Multiple Access Schemes in Communications,

Multicast Routing and Technology,

Natural Language Processing,

Networked Information and Communication Literacy Skills,

Neural Networks and Biomedical Simulations,

Operating System Principles,

Operational, Tactical, Strategic Management,

Parallel & Distributed Systems,

Pedagogical Models,

Peer-to-Peer (P2P) System,

Performance in High Speed Network,

Personal Communication System,

Philosophies and Epistemologies for e-learning,

PKI (Public Key Infrastructure),

Practical uses of authoring tools,

Probabilistic computation,

QoS and Resource Management,

Quality of Services and Communication Protocols,

Quantum Computing, Coding, and Error Controls,

Radio Wave Propagation (modeling, channel measurements and characterization),

Reconfigurable Computing Systems,

RFID Networks and Protocols,

Satellite and Optical Communication Systems,

Security, Privacy and Trust,

Sensor & Micro-machines,

Service-oriented Framework and Middleware,

Smart Object, Space/Environment and System,

Soft Computing (AI, Neural Networks, Fuzzy Systems, etc.),

Software Defined Radio,

Subject Domains,

Supply Chain Management Systems,

Systems Engineering,

Systems Implementation, Analysis and Design,

Telecommunication Networks and Technologies,

The future of e-Learning,

Ubiquitous Computing,

University-Industry Collaboration or Knowledge Transfer Activities,

Virtual Visions, 3-D Object Retrievals, & Virtual Simulations,

VoIP Blue tooth Technology,

Web Image Minings, & Applications,

Web-Based Learning: Innovation and Challenges,

Workplace Learning,

Communications

Ad hoc and sensor networking,

Antennas and propagation,

Array Signal Processing,

Coding and modulation,

Cognitive science,

Computational Intelligence for signal, data and Information processing,

Cooperative relay communications,

Digital Communication,

Microwave circuits and systems,

MIMO and space time communications,

Multi-rate and multi-carrier communications,

Network coding,

Optical networks and systems,

Optical switching technologies,

Power efficient optical transmission systems,

Power-line communications,

Signal processing for communications and networking,
- Software radio; EMI/EMC; other topics in Communications,
- Spread spectrum,
- Transmission coding; equalization, detection and estimation,
- Ultra-wideband (UWB) technology,
- Wireless communications and networking ,

**Abstract Submission:**
Abstracts not exceeding 300 words on any of the aforesaid themes should be sent to the Organizing Secretary through email at itcsjnuconference@gmail.com on or before 11th September, 2015

**Submission of Full Length Research Paper & Copyright Form**
Full length research paper, maximum in 6 pages and copyright form should be submitted together as separate attachment latest by 14th September, 2015 through email at itcsjnuconference@gmail.com

**Submission of Registration Details:**
Submission of Registration Form/Details: 16th September, 2015. Registration process can be initiated after receiving acceptance letter of full paper.

**Accommodation**
Free one day Accommodation will be available to the limited no. of out station non N.C.R. Delegates at JNU guest house and nearby other guest houses/hotels around conference venue.
The Tariff rate for next day and subsequent day accommodation is as follows: Double-bed Room @ Rs.800/- per person (Indian non N.C.R. delegates) and 35 USD for Foreign delegates on sharing basis per day (check out time noon to noon).
To and fro transportation facility from guest house to the conference Venue will be provided by the organizer.

**NOTE:** In case Research article is accepted by the editorial committee it will be published and released on the day of conference in case the delegates are not able to physically present their paper due to some or other reason his/her research paper will be published (in absentia) and published copy along with certificate will be dispatched to his/her correspondence address by post just after the conference at no extra cost. All communication should be by e-mail/online only (no hard copy is required to be posted).

**Registration**
The participants are requested to register by sending the duly filled Registration form through e-mail along with their research paper and registration fees (through RTGS/ Wired Transfer or Online Transfer).

**Registration Charges:**

<table>
<thead>
<tr>
<th>Categories</th>
<th>Indian Delegates</th>
<th>SAARC/ African Country Delegates</th>
<th>Rest of the countries</th>
</tr>
</thead>
<tbody>
<tr>
<td>Academic faculty/Industrial Delegates</td>
<td>4000 INR</td>
<td>125 USD</td>
<td>250 USD</td>
</tr>
<tr>
<td>Research Scholars(Ph.D) / NGO Representative</td>
<td>3500 INR</td>
<td>100 USD</td>
<td>200 USD</td>
</tr>
<tr>
<td>Students(B.Tech./M.Tech /M.Sc etc)</td>
<td>2500 INR</td>
<td>75USD</td>
<td>150 USD</td>
</tr>
<tr>
<td>Printing of Additional Page in Journals</td>
<td>400 INR</td>
<td>15 USD</td>
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</tr>
<tr>
<td>Listener / Accompanying Member (only Indian Delegates)</td>
<td>1500 INR</td>
<td><strong>15 USD</strong></td>
<td><strong>20 USD</strong></td>
</tr>
<tr>
<td>Journal &amp; Certificate (additional copy) for Co-Authors (in absentia)</td>
<td>700 INR</td>
<td>25 USD</td>
<td>50 USD</td>
</tr>
<tr>
<td>Only Journal (additional copy) for Co-Authors (in absentia)</td>
<td>500 INR</td>
<td>15 USD</td>
<td>35 USD</td>
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<tr>
<td>Only Certificates (Co-Authors in absentia)</td>
<td>300 INR</td>
<td>10 USD</td>
<td>20 USD</td>
</tr>
<tr>
<td>Additional Research paper for same authors</td>
<td>1500 INR</td>
<td>30 USD</td>
<td>50 USD</td>
</tr>
</tbody>
</table>

**Foreign Participants as listener are not allowed, only authors from foreign country/countries will be allowed in this conference.**

**Mandatory steps to be followed:-**
1. In case of multi authored research paper, at least one Registration is mandatory.
2. In case other author/co-author wish to physically attend the conference they need to pay full Registration fees individually, separate Journal & Certificate along with the conference kit will be issued to them. Co-Authors are requested to fill & submit separate Registration forms in case they are physically attending the conference.
3. Charges for extra copy of Journal/ Certificate for other Co-author (if required) should be paid along with preliminary Registration by the corresponding author.
4. Co-Authors will not be considered as accompanying person. Listeners are not entitled for free accommodation (it will be on paid basis). However they will be issued conference kit and participation certificate.

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For further information and Latest Updates, Write us at itcsjnuconference@gmail.com
or visit our Website http://www.krishisanskriti.org/irseict.html

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