

ONLINE-INTERNATIONAL CONFERENCE

on

“Recent Advances in Computer Science, E-Learning, Information & Communication Technology” (CSIT– 2021)

Organized by: “Krishi Sanskriti Publications” New Delhi

On

22nd August, 2021

- All the sessions will be conducted in “Online Mode”.
- All the participants will be provided a web link for joining with detailed schedule before the Conference.
- E Certificates and online publication links will be sent to the participants through emails.

CALL FOR PAPERS AND CONFERENCE THEMES:

The present one-day online **International Conference on Recent Advances in Computer Science, E-Learning, Information & Communication Technology” (CSIT– 2021)** 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. Organizer cordially invites 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 Computer Science, 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 having ISSN No. in online version and that will be released on the day of conference.

THEMES:

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,

- 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,

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,

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,

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,

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,

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,
- 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 ,
- e-Tutoring,
- Evaluation of Learning technologies,
- Foundations of High-performance Computing,
- Geographical Information Systems/ Global Navigation Satellite Systems (GIS/GNSS),
- Grid Computing & Applications,
- Hardware and Software Applications,
- Heterogeneous Networks,
- High Performance Network Protocol,
- High Voltage Engineering & Insulation Technology,
- Human Computer Interaction and Interface,
- IDS/Firewall, Anti-Spam mail, Anti-virus issues,
- Information Security (Communication Security/Network Security/Data Security),
- Infrastructure Protection,
- Innovations in e-Assessment,
- Intelligent Spatial and Co-located Data Access and Management,
- Interdisciplinary Applications of Computer Science and Technology,
- Inter-processor communications,
- Intranet Technologies and Services,
- Intranet/Internet/Extranet,
- ISO SC-27 and SC-17 standards,
- Issues in e-Learning Research,
- IT and Business Convergence: Lessons in creating linkages to ROI,
- ITES & VAS,
- Knowledge Data Engineering/Management,
- Learning Content Management Systems & Learning Management Systems,
- Learning Theories and Approaches for e-learning
- Legal & Ethical Aspects of IT
- Lifelong e-Learning
- Low-power Network and System Network
- Marketing and promoting e-Learning
- Media and Societal Innovation,

- Methodologies and development for high speed Network,
- 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,
- 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.),

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

IMPORTANT DATES:

Abstract Submission:

Abstracts not exceeding 250-300 words on any of the aforesaid themes should be sent to the Organizing Secretary through email at

info.itcsconference@gmail.com on or before **14th August, 2021.**

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 **16th August, 2021** through email at **info.itcsconference@gmail.com**

Submission of Registration Details:

Submission of Registration Form/Details: **20th August, 2021**. Registration process can be initiated after receiving acceptance letter of full paper.

Mandatory steps to be followed:

1. Abstract should be maximum 300 words, full length research paper should be maximum 6 pages.
2. In case of multi authored research paper, at least one Registration is mandatory.
3. All Selected papers will be available online after 10 to 25 days of conference date over, in order to download the papers the authors need to go in the publication section of Krishi Sanskriti website.

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/Wire Transfer or Online Transfer)**.

Bank Details mentioned below for **RTGS/Wire Transfer or Online Transfer:**

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Registration Charges:

Categories	Indian Delegates	Rest of the countries
Academic Faculty/Industrial Delegates	2000 INR	100 USD
Research Scholars(Ph.D.)	1500 INR	75 USD
Students (UG and PG)	1200 INR	50 USD
Additional Pages as chapter in edited book/proceeding /in Journals	300 INR	20 USD
Only Certificates	300 INR	20 USD
Additional Research paper for same authors	800 INR	35 USD

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