

ICEEI 2021

THE 8th INTERNATIONAL CONFERENCE ON ELECTRICAL ENGINEERING AND INFORMATICS

THEME

INNOVATION IN SUSTAINING DIGITAL SOCIETY

12 - 13 OCTOBER 2021 | TERENGGANU, MALAYSIA

Welcome all delegates to ICEEI2021 organized by Universiti Kebangsaan Malaysia and Institut Teknologi Bandung. ICEEI2021 aims to provide a platform for scholars, intellectuals and professionals to share and generate forum on the current local and global issues, address solutions to the problems and to provide opportunity for participants to exchange and share knowledge and information, establish business or research relationships and find global partners for future collaboration.

ICEEI2021 welcomes all prospective participants/authors from multiple research disciplines are cordially invited to submit original and unpublished works for publication and presentation at the conference. All submissions are subjected to peer review before an acceptance decision is made. Our review committee will also select potential papers that have the merits for Scopus publication and inform the corresponding authors for further decision.

IMPORTANT DATES



CONFERENCE FEES

UKM, ITB and Student (presenter)	Presenter - Early bird	Presenter - Normal	Additional Paper / Participant Only
LOCAL RM 1300	LOCAL RM 1500	LOCAL RM 1700	LOCAL RM 1000
INTERNATIONAL USD 300	INTERNATIONAL USD 350	INTERNATIONAL USD 400	INTERNATIONAL USD 250

(*10% discount for IEEE members)

METHOD OF PAYMENT

Transaction should be made to the following account:

Account Name : Universiti Kebangsaan Malaysia
Account No: 8002234307
Bank Name : CIMB Bank Berhad
Swift Code : CIBB MYKL

PAPER GUIDELINES

A full paper submitted to this conference must include; title, author's name(s), affiliation(s), mailing address and email address. The paper should be in MS Word or PDF format, not more than 6 pages and written in English. Please use IEEE Microsoft Word template as the format of your full paper submission.

Submission implies the willingness of at least one of the authors to register and present the paper.

SCOPE OF INTEREST

We aim to provide a platform to highlight both challenging issues and innovative solutions of related research. We invite the submission of full (completed) research papers and research-in-progress in all areas of Informatics and Engineering, and particularly encourage those related to the conference theme.

Research tracks include, but not limited to:

INFORMATICS

- Database and Programming
- Semantic Technology
- Visualisation Techniques
- Quantum Information Science
- Artificial Intelligence
- Computer Architecture Design
- Disruptive Cyber Security Technology
- Computer Vision and Robotics
- Parallel and Distributed Computing
- Pervasive Computing and Network
- Software Engineering
- Operating Systems
- Sensors and Telemetry System
- Social Media Analytics
- Real-time and Embedded Systems
- Data Mining
- Information Retrieval (IR)
- Natural Language Processing (NLP)
- Cloud and Distributed Computing
- Speech Processing
- Data Engineering and Knowledge Engineering
- Signal and Image Processing
- Scientific Computing
- Computational Optimisation
- Information Security
- Cryptography
- Cyber Law and Ethics
- Network Security

APPLIED INFORMATICS

- Intelligent System
- Information Systems
- Multimedia Services and Applications
- Multimedia Information Systems
- Mobile Games
- Game Evaluations
- Games for Learning and Wellbeing
- Human-Computer Interaction in Games, Simulations and VEs
- UI/UX
- Bioinformatics and Telemedicine
- Learning Systems
- Information Governance
- Game Design and Gamification
- Augmented Reality
- Alternate Reality Games
- Virtual Environments
- Animation for Serious Games and Virtual Worlds
- AI Applications for Serious Games
- Serious Games Methodologies
- User-Modelling in Serious Games
- Image Understanding

ENGINEERING

POWER ENGINEERING

- High Voltage Engineering and Insulation Technologies
- Power System and Energy
- Electrical Machines Power
- Renewable Energy

ELECTRONICS AND MICROELECTRONICS

- Electromagnetic Compatibility

- Industrial Electronics
- VLSI and IC Design
- Image Processing
- Signal Processing
- Embedded System
- Control Theory and Application
- Micro and Nanoelectronics
- Photonics and Optoelectronics
- MEMS and NEMS
- Hardware Security
- Low Power Design

COMMUNICATION AND NETWORK

- Antenna and Propagation
- Communication Systems
- Wireless and Mobile Communication
- Computer Networking and Security
- Radar and its Application
- Signal Processing in Communication
- Satellite Communication

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