

ICSCT2021

Danang, Vietnam
April 3-5, 2021

2021 10th International Conference on Software and Computing Technologies

IMPORTANT DATES

Submission Deadline: November 15, 2020
Notification Date: December 10, 2020
Registration Deadline: December 25, 2020
Conference Dates: April 3-5, 2021

SUBMISSION GUIDELINES

Electronic Submission System:
<https://cmt3.research.microsoft.com/ICSCT2021>

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CONTACT

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WELCOME TO ICSCT2021

2021 10th International Conference on Software and Computing Technologies (ICSCT 2021) will be held in University of Danang, Danang, Vietnam, during April 3-5, 2021. It aims to provide a forum for researchers, practitioners, and professionals from both the industry and the academia to share their newest research findings and results. ICSCT is co-organized by Journal of Software and Journal of Advances in Information Technology. The conference also serves to bring authors and editors of JSW and JAIT together to communicate face to face and discuss chances for possible cooperation and hot topics in the interdisciplinary areas.

- Publication in JSW. Submissions will be peer reviewed by conference committees and JSW editorial board, and accepted papers will be published in Journal of Software, which will be indexed by DBLP, EBSCO, EI (INSPEC, IET), CNKI, etc.
- Publication in JAIT. Submissions will be reviewed by the conference committees and JAIT editorial board, and accepted papers will be published in Journal of Advances in Information Technology, which will be indexed by Scopus, EBSCO, Google Scholar, Crossref, etc

CO-ORGANIZED BY



TECHNICAL SUPPORT



CONFERENCE TRACKS

*AI and Knowledge based software engineering
Artificial Intelligence
Aspect-orientation and feature interaction
Business Process Reengineering & Science
Communication Systems and Networks
Component-Based Software Engineering*

*Computer & Software Engineering
Wetland function and design
Computer Animation and Design Contents
Computer supported cooperative work
Cost Modeling and Analysis
Data Mining and Knowledge
Design & Process Engineering & Science
Design Patterns and Frameworks
Empirical software engineering
End user software engineering*

