

3SCity-E2C

8

Developing/Building
Smart, Sustainable, Scalable
Cities/Countries/Industries
Through Edge-to-Cloud
Orchestration



IoT-Enabled Smart

Sustainable

Scalable

Cities



IEEE GLOBAL COMMUNICATIONS CONFERENCE

8–12 December 2024
Cape Town, South Africa

Call For Papers

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Call For Papers

With rapid urbanization trends worldwide, the imperative to create Smart Cities in collaboration with countries and industries has become increasingly evident in addressing urban challenges through digital transformation initiatives. In this iteration of the 3SCity-E2C workshop, the central theme revolves around global collaboration, with a specific emphasis on “Connecting the Intelligent World through Africa.” The workshop will explore the utilization of edge-to-cloud orchestration for devising, executing, and managing Information and Communications Technology (ICT) solutions within smart city infrastructures. The primary objective is to facilitate the progression of smart, sustainable, scalable, reliable, and adaptable cities, countries, and industries by integrating contemporary ICT technologies while placing a significant emphasis on privacy-preserving methodologies.

Topics of Interests

- ICT Technologies & Platforms in Smart Environments (Smart Industries/Cities/Countries);
- Data Management Technologies in Smart Environments (Smart Industries/Cities/Countries);
- Big Data Driven Technologies in Smart Environments (Smart Industries/Cities/Countries);
- Privacy-Preserving ICT Architecture;
- Serverless & Microservice Architecture for IoT Networks;
- Real-time Applications in Smart Environments (Smart Industries/Cities/Countries);
- Federated Learning & Privacy-Preserving ICT
- AI/ML in Cloud/Edge/Fog for Various Smart Environments (Smart Industries/Cities/Countries);
- Resource Orchestration in Cloud, Edge, Fog Networks;
- Virtual and Augmented Reality for Smart Environments (Smart Industries/Cities/Countries);
- Robotics with Cloud/Edge/Fog Computing
- Blockchain Applications in Smart Environments (Smart Industries/Cities/Countries);

Important Dates

- **Paper Submission Deadline:** 20 August 2024
- **Paper Acceptance Notification:** 15 September 2024
- **Camera Ready:** 10 October 2024

Paper Submission

- All papers must be a maximum of six printed pages (10-point font), including figures and references.
- All accepted papers will be published in the conference proceedings of IEEE Globecom 2024 (Source: <https://globecom2024.ieee-globecom.org/>).
- The paper template follows the IEEE Manuscript Templates for Conference Proceedings (Source: <https://www.ieee.org/conferences/publishing/templates.html>)
- Submission Link: <https://edas.info/newPaper.php?c=32677>

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