Call for Papers

2020 IEEE International Conference on Systems, Man, and Cybernetics (SMC 2020)

11-14 October, 2020, Metro Toronto Convention Centre (MTCC), Toronto, Ontario, Canada

MTCC - South Building, 222 Bremner Boulevard, Toronto, Ontario M5V 3L9, Canada

The 2020 IEEE International Conference on Systems, Man, and Cybernetics (SMC 2020) will be held in Metro Toronto Convention Centre (MTCC), Toronto, Ontario, Canada. SMC 2020 is the flagship conference of the IEEE Systems, Man, and Cybernetics Society. It provides an international forum for researchers and practitioners to report most recent innovations and developments, summarize state-of-the-art, and exchange ideas and advances in all aspects of systems science and engineering, human machine systems, and cybernetics. Advances in these fields have increasing importance in the creation of intelligent environments involving technologies interacting with humans to provide an enriching experience and thereby improve quality of life. Papers related to the conference theme are solicited, including theories, methodologies, and emerging applications. Contributions to theory and practice, including but not limited to the following technical areas, are invited.

Systems Science and Engineering	Human-Machine Systems	Cybernetics
Communications	Assistive Technology	Agent-Based Modeling
Conflict Resolution	Augmented Cognition	Artificial Immune Systems
Consumer/Industrial Applications	Brain-based Information Communications	Artificial Life
Control of Uncertain Systems	Design Methods	Biometric Systems and Bioinformatics
Cooperative Systems and Control	Entertainment Engineering	Computational Intelligence
Decision Support Systems	Human-Computer Interaction	Computational Life Science
Discrete Event Systems	Human Factors	Cybernetics for Informatics
Distributed Intelligent Systems	Human Performance Modeling	Evolutionary Computation
Enterprise Information Systems	Human-Machine Cooperation and Systems	Expert and Knowledge-Based Systems
Fault Monitoring and Diagnosis	Human-Machine Interface Web Intelligence Interaction	Information Assurance and Intelligent
Intelligent Power Grid	Information Visualization	Multimedia Computation
Smart Metering	Information Systems for Design/Marketing	Heuristic Algorithms
Smart Cities	Virtual and Augmented Reality Systems	Hybrid Models of NN, Fuzzy Systems, and Evolutionary Computing
Smart Buildings and Infrastructures	Interactive and Digital Media	Image Processing/Pattern Recognition
Infrastructure Systems and Services	Interactive Design Science & Engineering	Fuzzy Systems and their applications
Homeland Security	Kansei (sense/emotion) Engineering	Intelligent Internet Systems
Intelligent Green Production Systems	Medical Informatics	Knowledge Acquisition in Intelligent
Intelligent Transportation Systems	Multimedia Systems	Machine Learning
Large-Scale System of Systems	Multi-user Interaction	Machine Vision
Manufacturing Systems/Automation	Resilience Engineering	Media Computing
Mechatronics	Supervisory Control	Medical Informatics
Micro and/or Nano Systems	Systems Safety and Security	Neural Networks and their Applications
Quality/Reliability Engineering	Team Performance and Training Systems	Optimization
Robotic Systems	User Interface Design	Self-Organization
Service Systems and Organizations	Wearable Computing	Swarm Intelligence
Smart Sensor Networks		
System Modeling and Control		
Technology Assessment		