

🕒 **Submission Deadline: 25th April, 2026**

CONFERENCE WEBSITE: <https://icaita2026.org/index>

| About the Conference

15th International Conference on Advanced Information Technologies and Applications (ICAITA 2026)

June 20 ~ 22, 2026, Sydney, Australia

Hybrid -- Registered authors can present their work online or face to face.

Scope & Topics

15th International Conference on Advanced Information Technologies and Applications (ICAITA 2026) is an international forum for sharing knowledge and results in theory, methodology and new advances and research results in the fields of Emerging Information Technologies and Applications. The conference will bring together researchers and practitioners from both academia as well as industry to meet and share cutting-edge development in the field. The Conference welcomes significant contributions in all major fields of the Computer Science and Information Technology in theoretical and practical aspects.

📅 Important Dates

APR 25 PAPER SUBMISSION
25th April, 2026
Closed

MAY 23 NOTIFICATION
23rd May, 2026

MAY 30 FINAL VERSION DUE
30th May, 2026

JUN 20 CONFERENCE DATE
June 20-22, 2026

Authors are solicited to contribute to the conference by submitting articles that illustrate research results, projects, surveying works and industrial experiences that describe significant advances in the following areas, but are not limited to.

Topics of interest include, but are not limited to, the following

Artificial Intelligence, Machine Learning and Data Science

- Machine Learning, Deep Learning and Foundation Models
- Generative AI (LLMs, Diffusion Models, Multimodal Models)
- Responsible, Explainable and Trustworthy AI
- Reinforcement Learning and Multi Agent Systems
- Data Mining, Big Data Analytics and Knowledge Discovery
- Federated, Distributed and Privacy Preserving Learning
- AI for Science, Healthcare, Climate and Sustainability

Natural Language, Speech and Multimodal Processing

- Natural Language Processing and Computational Linguistics

- Speech Recognition, Synthesis and Audio Intelligence
- Vision Language and Multimodal AI
- Information Retrieval and Search Systems
- Machine Translation and Cross Lingual Technologies

Computer Vision, **Graphics and Immersive Technologies**

- Computer Vision and Pattern Recognition
- 3D Vision, Reconstruction and Digital Twins
- Computer Graphics, Rendering and Animation
- AR/VR/MR, Immersive Media and Human Centered Computing
- Multimedia Systems, Streaming and Content Delivery

Algorithms, **Theory and Computational Foundations**

- Algorithms and Complexity Theory
- Theoretical Computer Science
- Algorithmic Game Theory and Mechanism Design
- Formal Methods, Verification and Computational Logic
- Quantum Algorithms and Quantum Information Theory

Systems, Architecture and High Performance

Computing

- Computer Architecture, Accelerators and Heterogeneous Computing
- Operating Systems, Virtualization and Containerization
- Distributed Systems, Cloud Computing and Edge Computing
- High Performance Computing and Scalable Systems
- Embedded, Real Time and Cyber Physical Systems
- Performance Engineering and Benchmarking

Networking, Communications **and** IoT

- Computer Networks, Protocols and Internet Architecture
- 5G/6G Networks and Intelligent Connectivity
- Internet of Things (IoT) and Smart Environments
- Mobile, Vehicular and Satellite Computing
- Network Security, Resilience and Traffic Engineering

Security, Privacy and Cryptography

- Cybersecurity, Threat Detection and Incident Response
- Privacy Enhancing Technologies and Secure Computation
- Cryptography and Cryptographic Protocols

- Blockchain, Distributed Ledgers and Web3 Security
- Secure Software Engineering and Vulnerability Analysis

Databases, Information Systems and Knowledge Technologies

- Database Systems, Query Processing and Optimization
- Distributed and Cloud Native Data Platforms
- Knowledge Graphs, Semantic Web and Ontologies
- Intelligent Information Systems
- Data Governance, Quality and Lifecycle Management

Software Engineering and Programming Languages

- Software Architecture, Design Patterns and Engineering
- Programming Languages, Compilers and Runtimes
- Software Testing, Verification and Quality Assurance
- DevOps, CI/CD and Software Deployment Automation
- Model Driven Engineering and Simulation

Human Computer Interaction, Society

and Ethics

- Human Centered AI and Interaction Design
- Social Computing and Computational Social Science
- Ethics, Policy, Governance and Societal Impacts of Technology
- AI, Technology Enhanced Learning and Educational Systems

Emerging and Interdisciplinary Technologies

- Quantum Computing Systems and Applications
- Bioinformatics, Computational Biology and Digital Health
- Robotics, Autonomous Systems and Control
- Smart Cities, Geospatial Computing and Mobility Systems
- Sustainability, Green Computing and Energy Efficient Systems

Paper Submission

Authors are invited to submit papers through the conference **Submission System** by **April 25, 2026**. Submissions must be original and should not have been published previously or be under consideration for publication while being evaluated for this

conference. The proceedings of the conference will be published by **Computer Science Conference Proceedings** (H index 46) in **Computer Science & Information Technology (CS & IT)** series (Confirmed).

Selected papers from **ICAITA 2026**, after further revisions, will be published in the special issue of the following journals.

- **International Journal of Computer Science & Information Technology (IJCSIT)** - INSPEC Indexed
- **International Journal of Computer Science and Engineering Survey (IJCSES)**
- **Computer Science & Engineering: An International Journal (CSEIJ)**
- **Advanced Computing: An International Journal (ACIJ)**
- **International Journal of Information Technology Convergence and Services** (IJITCS)
- **International Journal of Computer Science, Engineering and Applications (IJCSEA)**
- **International Journal of Advanced Information Technology (IJAIT)**
- **International Journal of Information Science & techniques** (IJIST)
- **International Journal in Foundations of Computer Science & Technology (IJFCST)**
- **International Journal of Information Technology, Control and Automation (IJITCA)**

- **International Journal on Computational Science & Applications (IJCSA)**
- **Information Technology in Industry (ITII)**

Important Dates

Submission Deadline : **April 25, 2026**

Authors Notification : May 23, 2026

Final Manuscript Due : May 30, 2026

Co - Located Event

- **13th International Conference on Networks and Communications (NCO 2026)**
- **17th International Conference on Ad hoc, Sensor & Ubiquitous Computing (ASUC 2026)**
- **15th International Conference on Soft Computing, Artificial Intelligence and Applications (SAI 2026)**
- **13th International Conference on Signal and Image Processing (Signal 2026)**
- **7th International Conference on Advanced Natural Language Processing (AdNLP 2026)**
- **12th International Conference on Control, Modeling and Computing (CMC 2026)**
- **12th International Conference on Data Mining & Knowledge Management**

Process (SOFT 2026)

- **7th International Conference on Cloud, Big Data and Web Services (CBW 2026)**
- **7th International Conference on Machine Learning & Trends (MLT 2026)**
- **15th International Conference on Data Mining & Knowledge Management Process (CDKP 2026)**

***** The invited talk proposals can be submitted to icaita@icaita2026.org

TOPICS OF INTEREST

4 topics

Research papers are invited in, but not limited to, the following areas:

information technology

artificial intelligence

computer science

engineering

Venue Information



Sydney, Australia

Special conference rates often available near the venue.