

📅 August 28-30, 2025

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CONFERENCE WEBSITE: <https://icsct.org/>

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## ▮ About the Conference

2025 14th International Conference on Software and Computing Technologies (ICSCT 2025)

August 28-30, 2025 | Danang, Vietnam

<https://icsct.org/>

### ◆ Introduction

2025 14th International Conference on Software and Computing Technologies (ICSCT 2025) will be held in Duy Tan University, Danang, Vietnam, during August 28-30, 2025. 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.

### ◆ Committee

#### ■ International Advisory Committee

Andrew Sung, The University of Southern Mississippi, USA

#### ■ Honorary Chair

Le Nguyen Bao, Duy Tan University, Vietnam

#### ■ Conference Co-chairs

Rajender Singh Chhillar, Maharshi Dayanand University, India

### 📅 Important Dates

AUG  
28

CONFERENCE  
DATE  
**August 28-  
30, 2025**

Tran Nhat Tan, Duy Tan University, Vietnam

Ha Dac Binh, Duy Tan University, Vietnam

■Program Chairs

Tran Thuan Hoang, Duy Tan University, Vietnam

Nguyen Tuan Minh, Thai Nguyen University,  
Vietnam

Pham Quoc Thai, University of Science and  
Technology & The University of Danang, Vietnam

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Nguyen Quang Vinh, Military Institute of Science  
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Vietnam

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Andrea Menapace, Free University of Bozen-  
Bolzano, Italy

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CNR), Italy

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Francesco Taglino, National Research Council (IASI-  
CNR), Italy

Hamzeh Eyal Salman, Mutah University, Jordan

Huynh Quyet Thang, Hanoi University of Science  
and Technology, Vietnam

Leau Yu Beng , Universiti Malaysia Sabah ,

Malaysia

Luan Carlos Santos Silva, Federal University of Grande Dourados, Brazil

Mattia De Rosa, University of Salerno, Italy

Paulo Romero Martins Maciel, Universidade Federal de Pernambuco, Brazil

Seppo Sirkemaa, University of Turku, Finland

Timothy Oladunni, Morgan State University, USA

Tomasz Hachaj, AGH University of Krakow, Poland

Zhibo Zhang, University of New South Wales, Australia

◆Call for Papers

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

Computer Animation and Design Contents

Computer Game Development, User Modeling and Management

Computer supported cooperative work

Cost Modeling and Analysis

Data Mining and Knowledge Recovery

Design & Process Engineering & Science

Design Patterns and Frameworks

Distributed Intelligent Systems

Economic and Financial Systems

Empirical software engineering

End user software engineering

Engineering of distributed/parallel SW systems

Engineering of embedded and real-time software

Engineering secure software

Formal Methods and Tools  
Healthcare Engineering  
Human-Computer Interaction  
Information Management Systems, MIS  
Information Systems Engineering  
Internet and information systems development  
Middleware Design Techniques  
Mobile/Wireless Computing  
Modeling with UML  
Object-Oriented Technology  
Parallel and Distributed Computing  
Patterns and frameworks  
Process Management & Improvement  
Program comprehension and visualization  
Programming languages  
Reengineering, Reverse Engineering  
Reliability Modeling and Analysis  
Requirements Engineering  
Reverse engineering and maintenance  
Safety and Security Critical Software  
Software Agent Technology  
Software architecture and design  
Software components and reuse  
Software dependability, safety and reliability  
Software economics and metrics  
Software engineering for mobile, ubiquitous and  
pervasive systems  
Software policy and ethics  
Software Process Models  
Software processes and workflows  
Software requirements engineering  
Software Reuse and Metrics  
Software testing and analysis  
Software tools and development environments  
SW Configuration management and deployment  
Technology Transfer

Telecommunications

Theory and formal methods

Use Cases and Scenarios

Virtual Reality and Computer Graphics

Visual and Multimedia Computing

Web Engineering, Web-Based Applications

◆Submission Link

Prospective authors are invited to submit high-quality manuscripts written in English and submitted electronically as a PDF file at:

<http://confsys.iconf.org/conference/icsct2025>.

◆Publication

Accepted papers after registration and presentation will be published into the following journals based on their topics:

International Journal of Computer Theory and Engineering (IJCTE, ISSN: 1793-8201), which will be indexed by Scopus (Since August 2022), CNKI, Google Scholar, Ulrich's Periodicals Directory, Crossref, ProQuest, EBSCO, and INSPEC.

Journal of Software (JSW, eISSN: 1796-217X), which will be indexed by DBLP, EBSCO, Inspec, CNKI, etc. .

◆Contact Us

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Contact No.: +86-135 4138 2102 / +86-28-87555888

Working Time: Monday - Friday: 10:00am-18:00pm

## ☰ TOPICS OF INTEREST

2 topics

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

- Computer Science & Software Engineering

- Artificial Intelligence & Machine Learning

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