

# International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CIS<sup>2</sup>E 08)

<http://www.cisse2008.org>

December 5th – December 13th, 2008

Sponsored by University of Bridgeport  
Technically co-sponsored by IEEE  
Computer Society, Communications  
Society and Education Society  
(Connecticut Section)



Third International Conference on  
Systems, Computing Sciences &  
Software Engineering  
(SCSS 08)

<http://www.cisse2008.org/scss.aspx>

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## Main Theme

SCSS 08 provides a virtual forum for presentation and discussion of the state-of-the-art research on Systems, Computing Sciences and Software Engineering. The virtual conference will be conducted through the Internet using web-conferencing tools, made available by the conference. Authors will be presenting their PowerPoint, audio or video presentations using web-conferencing tools without the need for travel. Conference sessions will be broadcast to all the conference participants, where session participants can interact with the presenter during the presentation and (or) during the Q&A slot that follows the presentation. This international conference will be held entirely on-line. The accepted and presented papers will be made available after the conference both on a CD and as a book publication. Conference participants - authors, presenters and attendees - only need an internet connection and sound available on their computers in order to be able to contribute and participate in this international ground-breaking conference. The on-line structure of this high-quality event will allow academic professionals and industry participants to contribute work and attend world-class technical presentations based on rigorously refereed submissions, live, without the need for investing significant travel funds or time out of the office. Potential non-author conference attendees who cannot make the on-line conference dates are encouraged to register, as the entire joint conferences will be archived for future viewing.

SCSS 08 is the fourth conference of the SCSS series of e-conferences. SCSS 05 was part of CISSE05 ([www.cisse2005.org](http://www.cisse2005.org)), the World's first Engineering/Computing and Systems Research E-Conference. CISSE 2005 was the first high-caliber Research Conference in the world to be completely conducted online in real-time via the internet. CISSE 2005 received 255 research paper submissions and the final program included 140 accepted papers, from more than 45 countries. CISSE 2006 received 691 research paper submissions and the final program included 390 accepted papers, from more than 70 countries. CISSE 2007 received 750 research paper submissions and the final program included 406 accepted papers, from more than 80 countries. The concept and format of CISSE were very exciting and ground-breaking. The PowerPoint presentations, final paper manuscripts and time schedule for live presentations over the web had been available for 3 weeks prior to the start of the conference for all registrants, so they could choose the presentations they want to attend and think about questions that they might want to ask. The live audio presentations were also recorded and were part of the permanent CISSE archive, which also included all power point presentations and papers. Springer, the official publisher for CISSE, published the 2005 proceedings in 2 books [Book 1 (Flyer) and Book 2 (Flyer)], CISSE 2006 proceedings in four books [Book 1 (Flyer), Book 2 (Flyer), Book 3 (Flyer) and Book 4 (Flyer)] and the CISSE 2007 proceedings in four books. The CISSE conference audio room provided superb audio even over low speed internet connections, the ability to display PowerPoint presentations, and cross-platform compatibility (the conferencing software runs on Windows, Mac, and any other operating system that supports Java). In addition, the conferencing system allowed for an unlimited number of participants, which in turn granted us the opportunity to allow all CISSE participants to attend all presentations, as opposed to limiting the number of available seats for each session.

## International Conference on Systems, Computing Sciences & Software Engineering (SCSS 08)

**Topics:** Grid Computing, Internet-based Computing Models, Resource Discovery, Programming Models and tools, e-Science and Virtual Instrumentation, Biometric Authentication, Computers for People of Special Needs, Human Computer Interaction, Information and Knowledge Engineering, Algorithms, Parallel and Distributed processing, Modeling and Simulation, Services and Applications, Embedded Systems and Applications, Databases, Programming Languages, Signal Processing Theory and Methods, Signal Processing for Communication, Signal Processing Architectures, Signal Processing Implementation, Information Processing, Geographical Information Systems, Object Based Software Engineering, Parallel and Distributed Computing, Real Time Systems Multiprocessing, File Systems and I/O, Kernel and OS Structures For a more comprehensive list of topics please visit: <http://www.cisse2008.org/scss.aspx>.

## Paper Submission

Prospective authors are invited to submit full papers electronically in Microsoft Word format through the website of the individual conference at <http://www.cisse2008.org>. Accepted papers must be presented in the virtual conference by one of the authors. To submit your paper, visit <http://conference.cisse2008.org/author/submit.aspx> or <http://www.cisse2008.org/scss.aspx>

**Paper submission Deadline:** October 15<sup>th</sup>, 2008  
**Notification of Acceptance:** November 9<sup>th</sup>, 2008  
**Final Manuscript and Registration:** November 23<sup>rd</sup>, 2008