CALL FOR PAPERS

27th IEEE/ACIS International Conference on
Computer and Information Science (ICIS 2026)
May 27-29, 2026, Towson, Maryland, USA
https://acisinternational.org/conferences/icis-2026/
Sponsored by ACIS, USA

Important Dates

Workshop/Special session proposal:	**January 10, 2026**
Full Paper submission:	~~**March 14,**~~ **March 31, 2026**
Acceptance notification:	~~**April 4,**~~ **April 15, 2026**
Registration & camera-ready papers:	~~**April 18,**~~ **April 25, 2026**
Conference Dates:	**May 27-29, 2026**

Presentation Mode (Hybrid)
• ICIS 2026 will be held in hybrid mode. Authors are strongly encouraged to present their work in person at the conference. However, if an author is unable to attend the conference in person, online presentation may be accepted.

ICIS 2026 Proceedings will be published by IEEE Conference Publishing Services and

will be submitted to be indexed by EI, INSPEC, and DBLP

Conference officers will select outstanding papers for publication in the following journals (www.acisinternational.org):

- ☐ *International Journal of Networked and Distributed Computing (IJNDC), Springer, Germany*
- ☐ *International Journal of Software Innovation (IJSI), IGI Global, U.S.A.*
- ☐ *International Journal of Big Data Intelligence and Applications (IJBDIA), IGI Global, U.S.A.*
- ☐ *Studies in Computational Intelligence (SCI), Springer, Germany*

Best Paper Award and Best Student Paper Awards will be conferred at the conference (in order to qualify for the award, the paper must be presented at the conference.)

Scope and Background

The 27th IEEE/ACIS International Conference on Computer and Information Science (ICIS 2026) brings together scientists, engineers, computer users, and students to exchange and share their experiences, new ideas, and research results about all aspects (theory, applications, and tools) of computer and information science, and discuss the practical challenges encountered and the solutions adopted. The conference will cover a broad set of research topics.

Areas of Interest

The conference areas of interest include, but are not limited to:

Communication Systems & Networks	Mobile/Wireless Computing
Computer Architecture and VLSI	Parallel and Distributed Computing & Systems
Visual and Multimedia Computing	Programming Languages, Compilers, & Operating Systems
Control Systems, Intelligent Systems	Software Architectures, Design Patterns, Frameworks
Data Mining, Data Warehousing & Database	UML, OO Modeling & Simulation
Knowledge Discovery, Neural Networks and Genetic Algorithms	Software Metrics & Project Management
Speech and Signal Processing	Software Specification Techniques
Image Processing & Pattern Recognition	Software Verification and Testing
Intelligent Agent Technology, Agent Based Systems	Middleware Architectures & Techniques
Internet Technology and Applications, e-Commerce	Visual and Multimedia Computing
Management Information Systems	Web Engineering & Applications
Internet of Things	Big Data and Analytics
Applied Informatics	High Performance and Small Computing
Cyber Security	Information Security Standards & Law
Digital Economy	Computer Engineering Education
Digital Forensics	Computer Interdisciplinary Research

Submission Guidelines

   All papers must be original and not simultaneously submitted to another journal or conference. All submitted papers are peer-reviewed by PC members.
   The maximum length is 8 pages for a regular paper and 4 pages for a short paper (including references).

Organizing Committee

General Chair:
Motoi Iwashita, Chiba Institute of Technology, Japan

Conference Chair:
Motoi Iwashita, Chiba Institute of Technology, Japan

Program Co-Chairs:
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