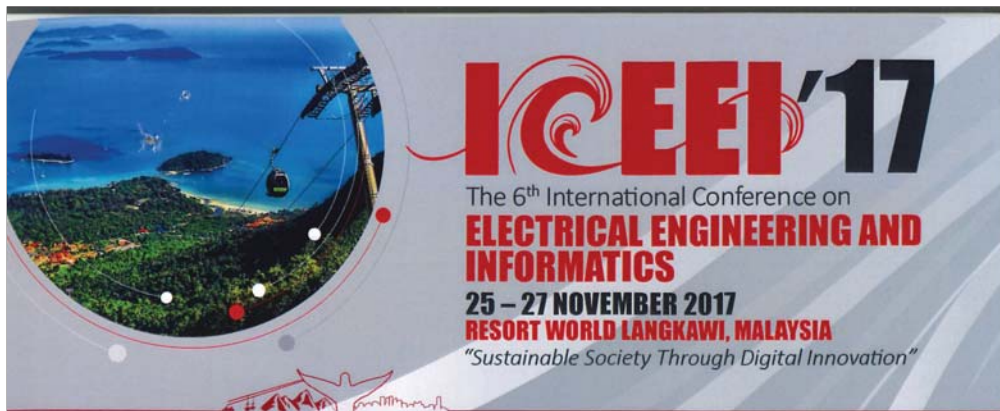




ICEEI 2017

The International Conference on Electrical Engineering and Informatics 2017 (ICEEI2017) cordially invites delegates from all over the world to participate in exchanging ideas, discuss recent progress and form potential research collaborations in ICEEI2017. The theme is "Sustainable society through Digital Innovation" with the hope that participants would engage in intellectual discussions as well as research collaboration networks towards building sustainable society through multi-disciplinary, innovative research related to informatics and engineering fields. The conference also serves to highlight five grand challenges of ICT projects. These projects feature innovative and cutting edge technologies that could be geared towards developing sustainable society.

This event will be held in Langkawi Island, Kedah, Malaysia on 25 - 27 November, 2017. This international conference event is organized by Faculty of Information Science and Technology, Universiti Kebangsaan Malaysia and co-organized with the School of Electrical Engineering and Informatics, Institut Teknologi Bandung (ITB) Indonesia, and Faculty of Engineering and Built Environment, UKM, Malaysia.

SCOPE OF INTERESTS

INFORMATICS

- ✓ AI and Knowledge Technology,
- ✓ Cyber Security,
- ✓ Information Systems,
- ✓ Multimedia and Visualization,
- ✓ Software Technology,

ENGINEERING

- ✓ Biomedical Engineering,
- ✓ Electronic,
- ✓ Power engineering,
- ✓ Engineering Education
- ✓ Telecommunication.

IMPORTANT DATES



FEES & REGISTRATION

LOCAL PARTICIPANT		INTERNATIONAL PARTICIPANT	
Student - Early bird	USD 350	Student - Early bird	USD 370
Student - IEEE	USD 360	Student - IEEE	USD 380
Student - Normal	USD 400	Student - Normal	USD 420
Non-Student - Early	USD 400	Non-Student - Early	USD 450
Non-Student - IEEE	USD 410	Non-Student - IEEE	USD 460
Non-Student - Normal	USD 450	Non-Student - Normal	USD 500
Additional Paper / Participant Only	USD 300	Additional Paper / Participant Only	USD 320

KEYNOTE SPEAKER



PROF. MICHAEL L. BEST
Director, United Nations
University Institute

KEYNOTE SPEAKER



PROF. DR. YUKARI NAGAI
Vice-President, School of
Knowledge Science

KEYNOTE SPEAKER



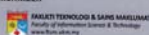
PROF. DWI H. WIDIANTORO
Vice Dean Of School Of
Electrical Engineering & Informatics
Institute Of Technology Bandung

KEYNOTE SPEAKER

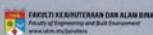


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PAPER GUIDELINES

A full paper submitted to this conference must include: title, author's name(s), affiliation(s), mailing address and email address. The paper should be in MS Word or PDF format, not more than 6 pages and written in English. Please use IEEE Microsoft Word template as the format of your full paper submission. Submission implies the willingness of at least one of the authors to register and present the paper.

SCOPE OF INTERESTS



INFORMATICS

- Database and programming
- Semantic technology
- Visualisation techniques
- Quantum Information Science
- Artificial Intelligence
- Computer Architecture Design
- Disruptive Cyber Security Technology
- Cyber Law and Ethics
- Computer Vision and Robotics
- Parallel and Distributed Computing
- Pervasive Computing and Network
- Software Engineering
- Operating Systems
- Sensors and Telemetry System
- Real-Time and Embedded Systems
- Data Mining
- Network Security
- Information retrieval (IR)
- Natural language processing (NLP)
- Cloud and distributed computing
- Speech processing
- Image Processing
- Scientific computing
- Computational optimisation
- Information Security
- Cryptography



APPLIED INFORMATICS

- Intelligent System
- Information Systems
- Multimedia Services and Applications
- Multimedia Information Systems
- Mobile games
- Game evaluations
- Games for learning and wellbeing
- Bioinformatics and Telemedicine
- Learning Systems
- Information governance
- Game design and gamification
- Augmented reality
- Alternate reality games
- Virtual environments
- Internet of Things (IoT)
- Animation for serious games and virtual worlds
- AI applications for serious games
- Serious games methodologies
- User-modelling in serious games
- Human-computer interaction in games, simulations and VEs



ENGINEERING

Power Engineering

- High Voltage Engineering and Insulation Technologies
- Power System and Energy
- Electrical Machines Power

Biomedical Engineering

- Biomaterials, Tissue Engineering and Drug Delivery System
- Biomechanics and Rehabilitation Engineering
- Biomedical Imaging and Image Processing
- Biomedical Instrumentation

Electronics And Microelectronics

- Electrical Machines, Power Electronic & Industry Application
- Electromagnetic Compatibility
- Industrial Electronics
- VLSI and IC Design
- Image Processing
- Control Theory and Application
- Micro and Nanoelectronics
- Photonics and Optoelectronics
- MEMS and NEMS

Engineering Education

- Outcome-based education
- Effectiveness of Improvement in Teaching and Learning
- Measurement and Evaluation of Learning Outcomes
- Credit Transfer and Student Mobility
- Implementation of Generic Skills in Engineering Education
- Employability of Engineering Graduates
- Quality Benchmarking in Engineering Education

Telecommunication

- Antenna and Propagation
- Broadcasting Technology
- Communication Systems
- Wireless and Mobile Communication
- Network Management and Security
- Radar and its Application
- Signal Processing in Communication
- Satellite Communication

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