

## Conference Notification

### The Second International Conference on Future Generation Communication Technologies (FGCT 2013)

December 12-14, 2013

British Computer Society, London, UK

(<http://www.socio.org.uk/fgct>)

(Technically co-sponsored by IEEE UK& RI)

Proceedings will be published and indexed in IEEE Xplore and many other databases

#### Call for Papers

You are invited to submit a paper to The Second International Conference on Future Generation Communication Technologies (FGCT 2013) to be held at the British Computer Society, London, UK. Accepted papers in the conference will be published and indexed in the IEEE Xplore. Further they will be indexed in many global databases.

In the last decade, a number of newer communication technologies have been evolved, which have a significant impact on the technology, as a whole. The impact ranges from incremental applications to dramatic breakthrough in the society. Users rely heavily on broadcast technology, social media, mobile devices, video games and other innovations to enrich the learning and adoption process. This conference is designed for teachers, administrators, practitioners, researchers and scientists in the development arenas. It aims to provide discussions and simulations in the communication technology at the broad level and broadcasting technology and related technologies at the micro level. Through a set of research papers, using innovative and interactive approach, participants can expect to share a set of research that will prepare them to apply new technologies to their work in teaching, research and educational development amid this rapidly evolving landscape.

Topics discussed in this platform are not limited to

- Broadcast technology
- 4 G Mobile technology, including open mobile initiatives
- 4G wireless networks and systems
- Wireless modeling, algorithms and simulation
- Future Internet and networking architectures
- Future mobile communications
- Mobile Web Technology
- Mobile TV and multimedia phones
- Communication Security, Trust, Protocols and Applications
- Communication Interfaces
- Communication Modelling
- Satellite and space communications
- Communication software
- Future Generation Communication Networks
- Communication Network Security
- Communication Data Grids
- Collaborative Communication Technology
- Intelligent Internet Communication
- Intelligence for future communication systems
- Forthcoming optical communication systems
- Communication Technology for Elearning, Egovernment, Ebusiness
- Games and games designing
- Social technology devices, tools and applications
- Crowdsourcing and Human Computation
- Human-computer communication
- Pervasive Computing
- Grid, crowd sourcing and cloud computing
- Hypermedia systems
- Software and technologies for E-communication
- Intelligent Systems for E-communication
- Future Cloud for Communication
- Future warehousing

The conference will have workshops on specific themes, industrial presentation, invited talks and collaborative discussion forums.

