Fourth International Conference on Future Generation Communication Technologies (FGCT 2015) University of Bedfordshire, Luton (near London) UK

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www.socio.org.uk/fgct (Technically co-sponsored by IEEE UK & RI)

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 dramatical 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-

- Emerging cellular and new network architectures for 5G
- New antenna and RF technology for 5G wireless
- Internet of Everything
- · Modulation algorithms
- · Circuits, software and systems for 5G
- · Convergence of multi-modes, multi-bands, multi-standards and multi- applications in 5G systems
- Cognitive radio and collaborative transmissions in 5G
- Computing and processing platform for 5G
- Programming models and development tools to enable 5G systems
- Small cells and heterogeneous networks
- Metrics and Evaluation of 5G systems
- Standardization of 5G
- Broadcost technology
- 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
- Intelligence for future communication systems
- Forthcoming optical communication systems
- Communication Technology for Elearning, Egovernment, Ebusiness
- · Games and games designing
- Social technology devises, tools and applications