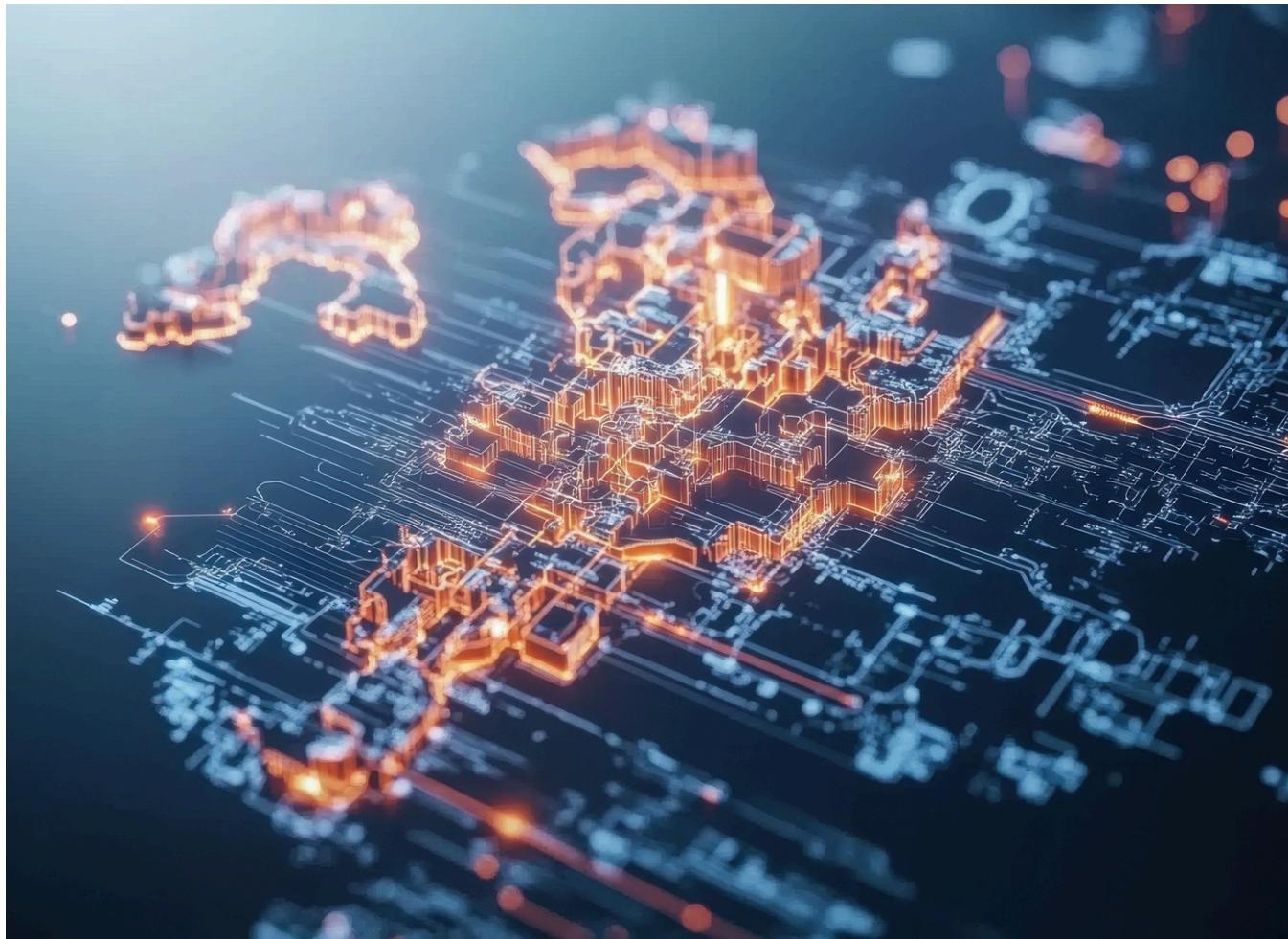

NEWSLETTER

FCSIT

2026 5TH EURASIAN CONFERENCE ON FRONTIERS OF COMPUTER SCIENCE AND INFORMATION TECHNOLOGY



The 2026 5th Eurasian Conference on Frontiers of Computer Science and Information Technology (FCSIT 2026) will take place in Benidorm, Spain, from September 25 to 27, 2026. The conference is jointly organized by Universitat Politècnica de València and Chengdu University of Information Technology, and technically supported by IEEE Spain Section.



BENIDORM, SPAIN



SEPTEMBER 25-27, 2026



WWW.ECFCSIT.ORG



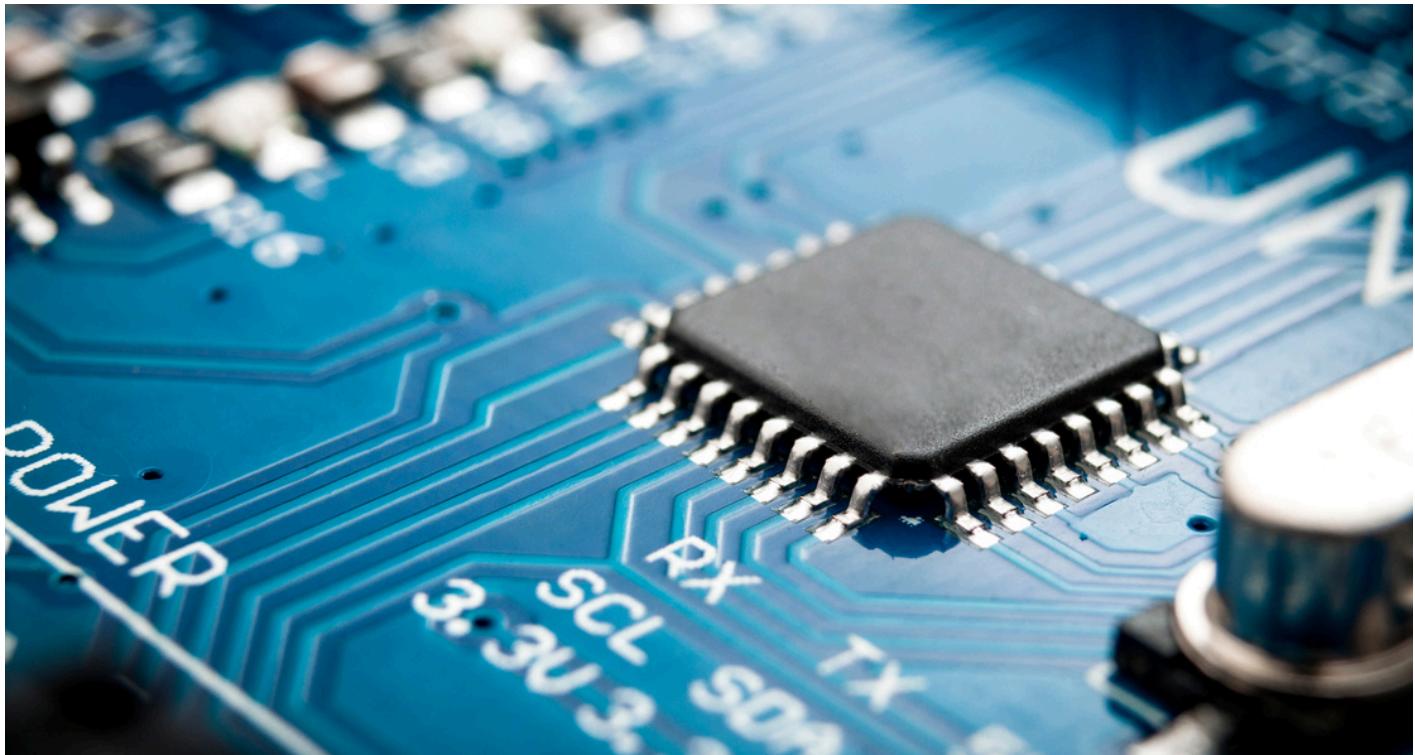
UNIVERSITAT
POLITÈCNICA
DE VALÈNCIA



成都信息工程大學
Chengdu University of Information Technology



FCSIT 2026



Conference Introduction

The conference is an annual gathering where academicians, industry delegates, practitioners, and students share research progress, learn from each other, and discover new trends in the field of Computer Science and Information Technology.

The theme of FCSIT 2026 is "Frontiers of Computer Science and Information Technology". We invite submissions on a wide range of research topics, spanning both theoretical and systems research. All accepted papers will go through fair and efficient peer review carried out by experts worldwide.

The FCSIT conference will provide a platform for all to publish works on the development and use of computer science and information technology for emerging areas such as computer games, cyber security, digital libraries, embedded

systems and software, human-computer interaction, internet and web applications, multimedia systems, parallel and distributed systems, soft computing, transportation, wireless sensor networks. FCSIT aims to provide an excellent platform to share applied research results in initial concepts, theoretical analysis, system design, etc.

The Organizing Committee warmly welcomes participants from around the world to join FCSIT 2026 for meaningful academic exchange and collaboration, and to experience the unique charm of the historic city of Benidorm.



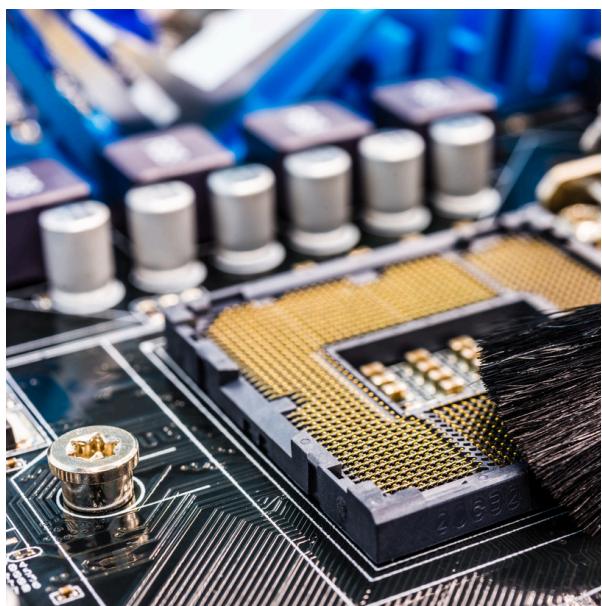
Key Dates

Abstract Submission Due: March 25, 2026
Full Submission Due: April 9, 2026
Author Notification: June 4, 2026
Registration Due: July 16, 2026
Final Paper Submission Due: August 16, 2026
Main conference: September 25-27, 2026



Submission Requirements

- Language: Submitted papers should be written in English, including all figures, tables, references, and appendices.
- Length: Ordinary length limits are at least 10 pages. If the paper exceeds 10 pages, the additional pages will be charged. (The expected paper length is 10 pages or longer. If your paper is shorter than the required length, please make the necessary extension to ensure it meets the specified page count.)
- File Type: Paper submitted in DOC or PDF format is acceptable.
- Originality: Only original papers will be considered. The manuscripts must not be previously published or accepted for publication elsewhere, nor be under review by any other conference or publication during the review cycle.



Submit your manuscripts through the online submission system.



Contact us: info@ecfcsit.org

(Please try to use Google Chrome if you encounter any issues during your submission or registering process. You may also contact us at 028-85575979 for any assistance.)

Call for Papers

The topics of interest include, but are not limited to:

Artificial Intelligence & Machine Learning Frontiers

Generative AI & Large Language Models
Multimodal Learning & Understanding
Trustworthy & Explainable AI
Reinforcement Learning & Intelligent Agents
AI for Science
AI Hardware & Systems
Continual & Lifelong Learning
Meta-Learning & Learning to Learn
Ethics, Policy & Societal Impact of Computing

Interdisciplinary Applications & Foundational Theories

AI/ML in Healthcare & Biomedicine
Computing for Sustainable Development
Computational Social Science
Computational Science & Engineering
Foundations of Computing
Ethics, Policy & Societal Impact of Computing
Computing Education

Computing Systems, Hardware & Architectures

Hardware Acceleration & Neuromorphic Computing
System Software & Operating Systems
Computer Architecture & Performance Optimization
Distributed Systems & Cloud Computing
Network Science & Communication Systems
Embedded Systems & IoT Platforms
Dependable & Secure Systems

Computer Vision, Graphics & Human-Computer Interaction

Advanced Computer Vision
Generative Adversarial Networks (GANs) & Diffusion Models
Virtual, Augmented & Mixed Reality (VR/AR/MR)
Human-Computer Interaction (HCI)
Computer Graphics & Visualization
Perception & Cognition in Computing

Data Science & Big Data Innovation

Big Data Analytics & Mining
Real-time Stream Processing & Analytics
Distributed Systems & Cloud Computing
Edge Computing & Fog Computing
Data Management & Integration
Data Privacy & Security
Data Visualization & Communication
Data Provenance & Trust
Knowledge Data Engineering
Intelligent Information & Database Systems

Networking, Security & System Technologies

Next-Generation Networking
Cybersecurity & Privacy
System Virtualization & Containerization
Operating Systems & Middleware
Hardware & Architecture
Formal Methods & Verification
Performance Engineering & Analysis

Publication

Registered and presented full papers will be included in the FCSIT 2026 digital conference proceedings and submitted to major citation databases (including, but not limited to Ei Compendex and Scopus) for review and indexing.

 Compendex on
Engineering Village

Scopus