IEEE Software plans a January/February 2015 special issue on software engineering for Internet computing: Internetware and beyond.

The Internet, once just a network of networks, has become not only the platform of choice for delivering services to increasingly mobile users but also the connective tissue among people, information, and things. The open, dynamic, and evolving environment of Internet computing continues to demand new software technologies.

This special issue seeks articles that explore state-of-the-art software engineering research and industry practices for Internet computing.

Articles are due 1 June 2014. Visit www.computer.org/software/cfp1 to view the complete call for papers.

IEEE Transactions on Emerging Topics in Computing (TETC) plans a January 2015 special issue on advances in neuromorphic and analog VLSI computing.

As an alternative to digital computation and digital signal processing, neuromorphic and analog VLSI processors exploit computational primitives inherent in the device physics, similar to principles that have been observed in neurobiology. As a result, very high computational densities and energy efficiencies can be potentially achieved using massively parallel architectures.

This special issue seeks to explore novel neuromorphic and analog VLSI computing algorithms, nontraditional neuromorphic and analog VLSI circuits, algorithm and circuit co-design, and emerging applications.

Articles are due 1 June 2014. Visit www.computer.org/portal/web/tetc to view the complete call for papers.

TETC is the newest Transactions of the IEEE Computer Society and is Open Access only.

IEEE MultiMedia plans a July–September 2015 special issue on social multimedia and storytelling: using social media to capture, mine, and re-create experiences, events, and places.

The pervasive use of media-capturing devices and the wide adoption of social-networking platforms have led to the proliferation of online content captured at various places and events. Such content holds great potential for deriving richer representations of the depicted places and events.

However, the uncontrolled nature of user-contributed content and the
social media life cycle’s complexity raise significant research challenges related to both the effective collection, mining, and indexing of social multimedia and their combination, creative reuse, and presentation.

This special issue’s objective is to revisit how social multimedia is transforming the way multimedia content is captured, shared, and made available to others.

Articles are due 20 July 2014. Visit www.computer.org/portal/web/computingnow/mmcfp3 to view the complete call for papers.

APRIL 2014


MAY 2014


ICSE 2014

The 36th IEEE/ACM International Conference on Software Engineering (ICSE 2014) is sponsored by the IEEE Computer Society and ACM.

As the premier software engineering conference, ICSE provides a forum for researchers, practitioners, and educators to present and discuss the most recent innovations, trends, experiences, and concerns in the field of software engineering.

ICSE 2014 takes place in the software capital of India, and will feature a workshop on the business of software, as well as many practical sessions on the practice, education, and training of software engineering.


JUNE 2014


JULY 2014


JULY 2014

