



International Conference on Computer and Applications – IEEE-ICCA 2026

DECEMBER 21st – 24th 2026, CAIRO – EGYPT

A HYBRID CONFERENCE (VIRTUAL & PHYSICAL)

IEEE-ICCA 25 IS THE BIGGEST IT CONFERENCE IN THE REGION WITH 600 SUBMISSIONS FROM 50 COUNTRIES BY 1500 AUTHORS



The International Conference on Computer and Application (8th EDITION) – Technically Co-sponsored by IEEE EGYPT – SECTION

The International Conference on *Computer and Applications* IEEE-ICCA26 (EIGHTH EDITION, IEEE REFERENCE: 70833X) is an annual event focusing on state of the art technologies pertaining to digital information, communications and multimedia. It is the biggest IT conference in the region with over 600 papers from 50 countries by 1500 authors. The conference is an opportunity for researchers and practitioners to meet and discuss the recent trends in computer applications. It opens a new horizon for research collaboration locally and internationally. The three-day conference will consist of oral and poster presentations with plenary sessions. All submitted papers will be peer-reviewed by two reviewers applying the single blind process. Accepted papers will be published as a collective work in an electronic format and will be submitted for indexing in different databases including: ([IEEE Explore](https://ieeexplore.ieee.org), [SCOPUS](https://www.scopus.com), [WEB OF SCIENCE](https://www.dblp.org), [DBLP](https://www.dblp.org)). The proceedings of [IEEE-ICCA'17](https://ieeexplore.ieee.org) [IEEE-ICCA'18](https://ieeexplore.ieee.org) [IEEE-ICCA'22](https://ieeexplore.ieee.org) and [IEEE-ICCA'23](https://ieeexplore.ieee.org) [IEEE-ICCA'24](https://ieeexplore.ieee.org) and [IEEE-ICCA'25](https://ieeexplore.ieee.org) are indexed in SCOPUS, IEEE, DBLP and WoS. <https://ieeexplore.ieee.org/xpl/conhome/1822124/all-proceedings>

Submission Types

IEEE-ICCA'2026 accepts full submission of papers in different applications of computing. Young researchers are highly encouraged to participate in this conference and submit their work and establish a strong network.

Review / Proceedings

All submissions are subject to a single-blind reviewing process. All accepted and presented papers will be submitted to IEEE for consideration in IEEE Xplore and indexing in different scientific databases (i.e., SCOPUS, DBLP).

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Venue: <https://www.bue.edu.eg/>

Important Dates: <https://edas.info/chair.php?c=35014>

OCTOBER 30 th , 2026	PAPERS SUBMISSION
NOVEMBER 30 th , 2026	Notification of Acceptance
Dec. 17 th 2026	Camera-ready Upload (FULLY FORMATTED using IEEE A4 format)
OPEN	Author Registration
Dec. 21 st , 2026	Conference Opening

Topics of Interest include (but not limited to)

- Artificial Intelligence and Machine Learning:** (Deep Learning Architectures, Natural Language Processing, Computer Vision and Pattern Recognition, Reinforcement Learning, AI Ethics and Governance, Explainable AI, AI in EDUCATION, AI in Healthcare, Connected Health, Generative AI Models, CHATGPT, CLAUDE).
- Computer Systems and Infrastructure:** (Cloud Computing, Edge Computing, Distributed Systems, High-Performance Computing, Network Security, Quantum Computing, Virtualization Technologies, Green Computing, Emerging Technologies, Internet of Things (IoT), 5G/6G Networks, Blockchain Applications, Extended Reality (AR/VR/MR), Digital Twins, Smart Cities, Autonomous Systems, Robotics and Automation).
- Software Engineering and Development:** (Software Testing and Quality Assurance, Microservices Architecture, API Design and Integration, Low-Code/No-Code Platforms, Legacy System Modernization, Software Security, Edutainment Games).
- Data Science and Analytics:** (Big Data Technologies, Data Mining, Predictive Analytics, Business Intelligence, Data Visualization, Real-time Analytics, Data Privacy and Protection, Data Governance).
- Industry Applications:** (Smart Manufacturing, FinTech Solutions, E-commerce Technologies, Digital Healthcare, Educational Technology, Supply Chain Technology, Sustainable Technology, Smart Agriculture).
- Human-Computer Interaction:** (User Experience Design, Accessibility Technologies, Human-AI Interaction, Mobile Computing, Wearable Technologies, Social Computing, Multimodal Interfaces, Cognitive Computing, Telemedicine, Connecting Health).

Conference Website: <https://icca-conf.info>

Keynote Speakers:

- Professor Dr. Mohamad SAWAN, CANADA
- Professor Dr. Hironori Washizaki, JAPAN
- Professor Dr. Wael Badawy, EGYPT
- Professor Dr. Ahmad Madian, IEEE, EGYPT

Contacts

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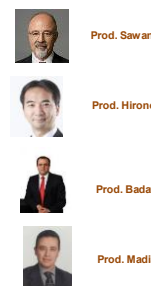
Indexing

IEEE will ensure wide distribution of conference proceedings by providing abstracting and indexing of all conference papers for inclusion in worldwide databases (i.e., IEEE, SCOPUS, DBLP, WEB).

<https://dblp.org/db/conf/icca3/index.html>

<https://ieeexplore.ieee.org/xpl/conhome/1822124/all-proceedings>

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