



 **October 2nd & 3rd (Fri & Sat), 2020**
 **Utah Valley University, Orem, UT, USA**

Intermountain Engineering, Technology and Computing (i-ETC) Conference provides a forum for interaction among students, faculty, and industry employers. As contributors in the technology fields of engineering, technology, and computing, we join together to present research, product technology demonstrations, and advances in education.

Attendees will learn about current research and industry best practices for digital product development, design testing, deployment, and operation.

i-ETC is supported by *Utah Valley University (UVU), Brigham Young University (BYU), University of Utah (U), Utah State University (USU),* and a number of Utah's technology industries located along the Silicon Slopes.

Conference Chair

Mohammad A.S. Masoum (UVU) • MMasoum@uvu.edu

Conference Secretariat

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Advisory Chair

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Paper Submission

Prospective authors from universities, research institutions, government agencies and industry are invited to submit a full paper electronically (<http://i-etc.org>) with a maximum number of six pages.

A "doc" format template for the final paper can be downloaded from the IEEE.org website. All papers will be peer reviewed by at least three independent reviewers.

All papers and capstone posters abstracts that are accepted will be published in the conference proceedings. Those papers that are presented at IEEE 2020 and are related to IEEE will be posted in IEEE Xplore Digital Library.

Panel Sessions and Tutorials

Prospective organizers of special sessions, panel sessions, and tutorials are invited to submit their proposals by March 25, 2020, to Chair Reza Sanati • Sanatire@uvu.edu

Authors' Deadlines

**Camera Ready
Papers Due**

JUN 30 2020

**Early Bird
Registration**

AUG 31 2020

Registration

One-Day

\$100

8/18/20

**Industry
Participants**

Student

\$50

8/18/20

**Early Bird
Registration**

Participant

\$150

8/18/20

**Early Bird
Registration**

The full registration fee is \$200 per participant (\$150 early), and \$80 per full-time student participant (\$50 early). One-day conference registration is available for industry participants at \$100.

Full registration includes a copy of the proceedings, conference bag, lunches, and morning/afternoon tea.

Accommodation

A limited number of rooms are available at the Hampton Inn & Suites, Orem, at reduced conference rates.

Student Paper Awards and Travel Support

There will be over 10 student paper and poster award. A number of partial travel grants are also available to full time students to attend/present a paper at i-ETC 2020.



ENGINEERING TRACK

- ▲ Energy Systems**
 Smart Grid; Power Systems Operation and Planning; Sustainable and Renewable Energy Systems; Power Electronics; Electromechanical Energy Conversion and Storage; Energy Consumption Modeling and Optimization; Energy and Environmental Engineering.
- ▲ Control Systems**
 Smart Manufacturing and Automation Systems; Intelligent Robot Systems; Artificial Intelligence; Machine Learning and Neural Networks; Sustainable Manufacturing; Manufacturing Process Monitoring and Control.
- ▲ Communication and Computer Engineering**
 Smart Computer Networks and Communication; Mobile and Wireless Networks; Embedded Systems; Wireless Sensor Networks and Applications; Signal Processing; Image Processing and Vision.
- ▲ Electronics and Circuits**
 Smart Circuits and Systems; VLSI Design; Nanomaterials and Nanotechnology; Optical Communication.
- ▲ Mechanical Engineering**
 Heat Transfer; Fluid Mechanics; Thermodynamics; Mechanisms and Robotics; Mechanical Design; Mechanics and Mechatronics.
- ▲ Material Science and Engineering**
 Smart Materials; Innovative Engineering Materials; Materials Design and Applications; Composite Materials Science and Technology; Nanomaterials; Materials and Manufacturing Engineering.
- ▲ Civil and Environmental Engineering**
 Environmental Engineering; Water Resources; Water Resources; Hydraulic Information; Geotech, Water and Air Quality Studies; Instrumentation and Remote Sensing; Geographic Information Systems; Building Information Modeling; New Construction Materials; Sustainable Solutions and Practices
- ▲ Capstone Projects and Undergraduate Research in Engineering**

TECHNOLOGY TRACK

- ▲ Automotive**
 Diesel Systems; Automotive Technology; Collision Repair; Power Sport, Street Rod; Vehicle Electrification.
- ▲ Technology Design**
 Architecture; Drafting; Surveying and Mapping, 3D Printing and Prototyping; UX Digital Product Design; Civil Engineering; Web & Digital Platforms; Human Centered Design; Mobile App; Accident Reconstruction.
- ▲ Digital Media**
 Digital Animation; Game Development, Digital Cinema Production; Cinematography, Directing; Post-Production; Digital Photography; 360° Photography and Video; Digital Audio; Music Editing and Production; Audio Restoration; Digital Archiving; Digital Publishing.
- ▲ Mixed Reality**
 Augmented Reality; Virtual Reality; Hybrid Reality; Mixed Reality Visual and Audio; MR Simulations; 3D Modeling; Training Simulations.
- ▲ Automation**
 Home Automation; VX Voice Experience Design & Development; Interface and Experience Design; Drone Surveying and Automation.
- ▲ Information Technology**
 Networking and Data Communications; Cybersecurity; Network Administration and Security; Virtualization; Automated Testing and Monitoring; Computer Forensics and Security; Healthcare Information Systems.
- ▲ Management**
 Project Management; Product Management; Facilities Management; Entrepreneurship; Training and Education; Business Intelligence Systems; Business and Marketing Education.
- ▲ Capstone Projects and Undergraduate Research in Technology**

COMPUTING TRACK

- ▲ Computing Trends**
 Database Systems; UX and Visualization; e-Business, e-Learning and e-Government; Modeling and Simulation; Data Science; Computing Education and Recruitment; Computing Frontiers.
- ▲ Software Engineering**
 Software Design and Design Patterns; Software Reliability, Safety and Security Methods; Software Engineering Methodologies; Software Testing; Evaluation and Analysis Technologies.
- ▲ Medicine & Healthcare**
 Bioinformatics; Health Informatics; Biomedical Engineering and Sciences; Medical Image Processing and Object Recognition.
- ▲ Intelligent Systems**
 Artificial Intelligence; Machine Learning and Deep Learning; Cognitive Computing; Information and Knowledge Engineering; Data Mining; Computer Vision and Pattern Recognition.
- ▲ Security**
 Privacy; Internet Security; Cryptography; Secure Storage and Transactions.
- ▲ Communication**
 Parallel and Distributed Computing; Internet of Things; Wireless/Mobile Communication; Cloud Computing.
- ▲ Capstone Projects and Undergraduate Research in Computer Science**