

## IEEE International Conference on Consumer Technology

<https://attend.ieee.org/icct-europe/>

### Invited Speakers

Aleks Dyskin, [NVIDIA](#)

Lajos Hanzo, [Univ. of Southampton](#)

Vadim Issakov, [Technische Universität Braunschweig](#)

Dinesh Kithany, [Wired & Wireless Technologies \(WAWT\)](#)

Paulo Oliveira, [Infineon](#)



### Call for Papers

The International Conference on Consumer Technology (ICCT-Europe 2025) will bring together top technical professionals from the consumer electronics and technology industry and academia to exchange information and results of recent work on systems, circuits, technologies, processes and applications. ICCT 2025 follows the successful 12th IEEE ISCE that was also held in Algarve, in 2008. It will provide a forum for researchers, system developers, and service providers to share ideas, designs, and experiences on the emerging technology. The Algarve is the right environment to embrace ICCT-Europe 2025.

The IEEE Consumer Electronics Society is sponsoring the best paper with a financial prize.

All papers will be published at IEEE Explore. A selected set of papers from ICCT-Europe 2025 program will be invited for re-submission to special issues of peer reviewed journals (IEEE CE Magazine, IEEE Transactions on Consumer Electronics) based on reviewer's feedback and quality of conference presentation.

ICCT 2025 will be held in a privileged location in the heart of the well-known resort of Faro - Algarve, with its beaches and non-stop, year-round entertainment. The Algarve is connected by airplane to most major European cities.

### Paper contributions are sought in but are not limited to following areas:

- CT01: RF, Microwave and Millimetre Wave Consumer Electronics (RME)
- CT02: Audio/Video Systems and Signal Processing (AVS)
- CT03: Automotive CE Applications (CEA)
- CT04: Consumer Communications Networks and Connectivity (CCN)
- CT05: Low Power Consumer Devices and Technologies (LCT)
- CT06: Consumer Systems for Healthcare and Wellbeing (CSH)
- CT07: Entertainment and Gaming (ENT)
- CT08: Human-Machine Interaction and User Experience (HMI)
- CT09: Internet of Things, Internet of Everywhere, and Edge Computing (IOC)
- CT10: Machine learning, Deep learning and AI in CE (MDA)
- CT11: Quantum in Consumer Technology (QCT)
- CT12: Security and Privacy of CE Hardware and Software Systems (SPC)
- CT13: Sensors and Actuators (SEA)
- CT14: Smartphone and Mobile Device Technologies (MDT)
- CT15: Virtual Reality, Augmented Reality and Metaverse (VAM)
- CT16: Antennas for Consumer Electronics (ACE)
- CT17: Next Generation Communications and Networks (NCN)
- CT18: Integrated Circuits and Systems (ICS)
- CT19: Digital Fashion and Non-Fungible Token (DFT)
- CT20: Embedded Systems for Consumer Electronics (ESE)
- CT21: Academic or Industrial Demonstrators (DEMO)

### IMPORTANT DATES

**Extended Abstract Submission due: ~~Dec 15, 2024~~ Feb 14, 2025**

**Notification of Acceptance: ~~Jan 15, 2025~~ Mar 10, 2025**

**Final Papers due: ~~Feb 15, 2025~~ Mar 31, 2025**

### VENUE

ICCT-2025 will be held at AP Eva Senses hotel in Faro, Algarve-Portugal, <https://ap-hotelsresorts.com/eva/>