Call for Papers for the Students Conference in Computer Science (SKILL 2024)

The students conference of the German Informatics Society (GI e.V.) SKILL 2024 is aimed at all students of Computer Science and related disciplines. The conference will focus on student work and projects (Bachelor and Master degrees). Accepted contributions will be published in a conference proceedings and presented at the SKILL 2024 on September 25th and 26th in Wiesbaden as part of the GI Informatics Festival 2024. Prizes will be awarded for outstanding contributions.

Important dates

- 20 May 2024   Submission deadline
- 10 June 2024   Notification of acceptance
- 01 July 2024   Submission of the camera-ready version
- 25/26 September 2024   Presentation at SKILL 2024 in Wiesbaden

Submissions

In general, contributions from all areas of Computer Science and their appliciable areas are welcome. The submission system can be found at https://easychair.org/conferences/?conf=skill2024 or as a link on the conference website. Papers of the following format can be submitted:

- Short paper (4 - 6 pages, incl. references)
- Full paper (10 - 12 pages, incl. references)

Submitted papers can be based on seminar work, internship reports, theses, or extracurricular activities. For the conference, papers written in English and German, can be submitted. You can find the stylesheet (GI LNI series) at the conference website. Submitted papers are peer reviewed by members of the reviewing committee.

Please note that submissions by doctoral candidates and submissions co-authored by professors cannot be accepted. The co-authorship of doctoral candidates and students is an exception.

Contact and further information

- WWW: http://skill.gi.de
- E-Mail: skill@gi.de
- X: https://twitter.com/SKILL_GI

Fees

A small fee is charged for conference participation. We will attempt to organise grants in order to cover travel and accommodation expenses for authors of accepted papers.

Conference Organisation

The conference is organised by the German Informatics Society. Contact persons for the SKILL 2024 are:

- Thomas Riechert (Hochschule für Technik, Wirtschaft und Kultur Leipzig)
- David Plecher (Technische Universität München)
- Simon Daum (Genua GmbH)
- Ludger Porada (Gesellschaft für Informatik e.V.)

Topics

We do not restrict certain the call for paper to specific topics since we welcome all contributions discussing Computer Science and adjacent topics. Possible thematic areas are:

- Algorithms and complexity
- Natural language processing
- Bioinformatic
- Computer networks and operating systems
- Databases
- Energy and environmental informatics
- Integration Engineering
- Conceptual Modelling
- Medical Informatics
- Human Computer Interaction
- Software engineering
- Computer engineering
- Administrative and legal informatics
- Visualisation and games
- Web engineering
- Semantic web
- Business informatics
- Artificial intelligence
- …

Programme Comittee

The program committee consists of professors, scientists, previous SKILL authors, and partners from industry and practice. Details about the current program committee are available on the conference website.

https://skill.gi.de