GL BAJAJ
Institute of Technology & Management
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IEEE
UP SECTION (INDIA)
(Technically Co-Sponsor)

2nd INTERNATIONAL CONFERENCE
on
DISRUPTIVE TECHNOLOGIES (ICDT-2024)

March 15th to 16th, 2024

Organized by

DEPARTMENT OF
COMPUTER SCIENCE & ENGINEERING
GL Bajaj Institute of Technology & Management, Greater Noida

For more details kindly visit the Conference website:
https://www.glbitm.org/icdt-2024/

Conference email id
icdt@glbitm.ac.in

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ABOUT THE INSTITUTE

GL Bajaj Institute of Technology and Management is one of the quality driven Educational Institute in the Greater Noida/Delhi-NCR Region. GL Bajaj stands out in its approach to assist and equip the students for their overall development, giving them a strong foundation for a successful future. The institute offers B.Tech, M.Tech, MBA, MCA. This self-financed institute is governed by Rajeev Memorial Academic Welfare Society (Registered Under Societies Registration Act 1860). It is approved by All India Council for Technical Education (AICTE), Ministry of Human Resource Development, and Government of India and affiliated to Dr. A.P.J. Abdul Kalam Technical University, Lucknow.

VISION OF THE INSTITUTE

To be an institute of repute, providing professionally competent and socially sensitive engineers.

MISSION OF THE INSTITUTE

- To equip with the latest technologies to be globally competitive professionals.
- To inculcate qualities of leadership, professionalism, corporate understanding and executive competence.
- To imbibe and enhance human values, ethics and morals in our students.

ABOUT THE DEPARTMENT

The Department of Computer Science Engineering at GL Bajaj Institute of Technology was established in the year 2005 with a vision to help the IT boom and fulfil the need of dynamic Software Engineers globally. Since then, especially in the last ten years of the IT revolution, the department has taken long strides and is now among one of the best department in the college. The Department aims to nurture students in terms of modern computer techniques and to prepare them, to cope well with the technical advancements in future. Computer Science being the flagship branch of Engineering takes focus in scientific research, scientific programming, and software engineering.

DEPARTMENT VISION

To build strong teaching environment that responds to the needs of industry and challenges of the society.

DEPARTMENT MISSION

M1: Developing strong mathematical & computing skill set among the students.

M2: Extending the role of computer science and engineering in diverse areas like Internet of Things (IoT), Artificiial Intellegence & Machine Learning and Data Analytics.

M3: Imbibing the students with a deep understanding of professional ethics and high integrity to serve the Nation.

M4: Providing an environment to the students for their growth both as individuals and as globally competent Computer Science professional wit encouragement for innovation & start-up culture.

ABOUT THE CONFERENCE

The 2nd International Conference on Disruptive Technologies (ICDT-2024) will provide an outstanding international venue for exchanging knowledge and achievements in Disruptive Technology using AI, Blockchain, IoT, Augmented reality, 3D Printing & ML with their Theory, Methodology, and applications. The conference seeks contributions in both theoretical and practical aspects to the multi-disciplines of the same fields. The Conference's goal is to bring together scholars and practitioners from academia and industry to discuss and exchange cutting-edge developments in the field. Articles illustrating research results, projects, surveying works, and industrial experiences that describe significant advances in the areas of Disruptive Technologies are encouraged to be submitted to the conference.

CONFERENCE TRACKS

Track 1: Artificial Intelligence
- Fuzzy Logic
- Neural Network
- Expert Systems
- Robotics
- Intelligent Systems
- Machine learning & Computing
- Image processing
- Knowledge systems
- Semantic Web Techniques and Technologies
- Soft Computing
- Nano & Micro-systems
- Data Visualization
- Pervasive computing and ambient intelligence
- Programming Languages
- Reasoning and Evolution
- Recent Trends and Developments
- Web Intelligence Applications & Search

Track 2: Block Chain
- Theories of blockchain and distributed ledger technology
- Distributed consensus and fault tolerance mechanisms
- Security, privacy and trust of blockchain and distributed ledger technology
- Decentralization, scalability, and security tradeoff
- Performance analysis and optimization
- Simulation and performance evaluation techniques
- Smart contract and chain code
- Applications and services based on blockchain
- Protocols and algorithms based on blockchain
- Blockchain in cyber physical systems
- Blockchain in social networking
- Blockchain in supply chain management
- Blockchain in agriculture
- Blockchain in connected and autonomous vehicles
- Blockchain in crowdsourcing and crowdsensing
- Blockchain in mobile cellular networks
- Blockchain in edge and cloud computing
- Blockchain in next generation communications and networks
- Blockchain and Cryptocurrency

CONFERENCE TRACKS

Track 3: Virtual/Augmented Reality
- Virtual Reality Applications
- Augmented Reality Applications
- Simulation Design and Engineering
- Interactive Technologies
- Computer Games and Game Engineering
- Motion Capture and Tracking
- User Interface Design
- Human-Computer Interaction
- Ubiquitous Computing including practical, technical, empirical and theoretical aspects

Track 4: 3D Printing
- Advances in 3D Printing & Additive Manufacturing Technology
- Applications of 3D Printing in Health Care & Medicine
- Innovations in 3D Printing
- Benefits of 3D Printing and Technology
- 3D Printing Technology Impact on Manufacturing Industry
- 3D printing in Biomaterials
- 3D Bio printing
- Track 10:3D Printing Future Technology
- 3D Image Processing and Visualization
- Polymers in 3D Printing
- Tissue and Organ printing
- Nano 3D Printing
- 3D Printing Industries
- Challenges in 3D Printing
- Challenge of 3D printing in Radiation oncology
- Design for 3D Printing
- 3D Printing Technology & Market
- 3D Printing of Supply Chain Management
- B2B and B2C Partnering and Collaborations

Track 5: Internet of Things
- IoT Enabling Technologies
- IoT Networks & Communications
- IoT Services and Intelligence
- IoT Systems and Applications
- IoT and Data

PAPER SUBMISSION GUIDELINES

An 2ndInternational Conference on Disruptive Technologies (ICDT-2024) will be organized by GL Bajaj Institute of Technology and Management, Greater Noida, India from 15th-16th March, 2024. The aim of the ICDT-2024 is to serve researchers, developers, educators working in the area of Disruptive Technology and their applications to present as well as to exchange the research ideas. ICDT-2024 invites authors to submit their original and unpublished work that demonstrates current research in all areas of Disruptive Technologies and their applications through **Microsoft's Conference Management Toolkit**
Submission Link: https://cmt3.research.microsoft.com/ICDT2024/Submission/Index

Publication - All the accepted and presented papers of ICDT-2024 will be submitted for inclusion into IEEE Xplore subject to meeting IEEE Xplore's scope.

IMPORTANT DATES

Abstract Submission Last Date	:	15th November, 2023
Full Paper Submission Last Date	:	20th January, 2024
Notification for Paper Acceptance Last Date	:	10th February, 2024
Last date of author/participant's Registration	:	15th February, 2024
Camera Ready Submission	:	19th February, 2024
Date of Conference	:	15th - 16th March, 2024

IEEE - ICDT-2024   Registraion Fee

Indian Authors	IEEE Members(INR)	Non IEEE Members(INR)
Corporate Sectors/Others	8000	9000
Academicians/Research Scholars/Students	7000	8000
UG/PG Scholars	5000	6000
Co-Author/ Attendee	1000	1500

Foreign Authors (USD)	IEEE Members(USD)	Non IEEE Members(USD)
Corporate Sectors/Others	250	350
Academicians/Research Scholars/Students	200	300
UG/PG Scholars	100	150
Co-Author/ Attendee	75	100

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