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As an emerged promising networking model, the Internet-of-Things (IoT) is a novel paradigm to interconnect a multitude of heterogeneous physical objects and devices.

The IoT significantly provides an umbrella for a series of critical building technologies including wireless sensor networks (WSNs), fifth generation (5G) networks, and RFID. The philosophy of the IoT is to develop an intelligent, dynamic, large-scale, and coherent network framework for a wide range of applications and industries. Due to its potential advantages and merits such as high reliability, good scalability, and intelligent capacity, the IoT has attracted great attentions and interests from both academia and industry.

The 2024 IEEE International Conference on Internet of Things (Things 2024) will provide a high-profile, leading-edge forum for researchers, engineers, and practitioners from both academic and industrial communities to present state-of-the-art advances and innovations in theories, systems, infrastructure, tools, testbeds, technologies, and applications for the IoT, as well as to identify emerging research topics and define the future of everything interconnect via cyberspace.

Submission

Each paper is limited to 8 pages for regular papers and 6 pages for workshop papers in IEEE Computer Society proceedings format (or up to 2 extra pages with page over length charge if it is accepted), including tables, figures, references and appendices. All papers need to be submitted electronically through the corresponding websites with PDF format. Paper submissions must be made electronically through the conference submission website (EDAS) using the following link: <https://edas.info/N32145>.

