

Each article or paper in a conference's proceedings is required to be within IEEE's core technical scope of electrical engineering, electronics, computer science, and closely related areas. IEEE has identified its current scope of coverage to include the following 16 broad topical areas that reflect how content is categorized in IEEE *Xplore*®*:

- o Aerospace
- o Bioengineering
- o Communication, Networking & Broadcasting
- o Components, Circuits, Devices & Systems
- o Computing & Processing (Hardware/Software)
- o Engineered Materials, Dielectrics & Plasmas
- o Engineering Profession
- o Fields, Waves & Electromagnetics
- o General Topics for Engineers (Math, Science & Engineering)
- o Geoscience
- o Nuclear Engineering
- o Photonics & Electro-Optics
- o Power, Energy, & Industry Applications
- o Robotics & Control Systems
- o Signal Processing & Analysis
- o Transportation

Further detailed information about IEEE's technical scope, as defined in the descriptions of its technical societies' areas of interest, is available at

http://www.ieee.org/membership_services/membership/societies/index.html

See also <https://procomm.ieee.org/> for the **Professional Communication Society**

Some articles or papers in fields that converge with IEEE's core technical areas, such as other branches of engineering, physical science, life science, applied mathematics, or others still to be designated in the future based on evolving research, are considered to be within IEEE's scope, as long as the paper includes substantial portions that are clearly relevant to IEEE's core areas of interest.

Articles or papers on non-technical topics such as tourism, philosophy, art, politics, architecture, agriculture, economics, pure mathematics, pure finance, etc., that do not make use of or interact with IEEE's primary subject areas *in a non-trivial manner*, are considered to be outside of IEEE's scope.