

IEEE R8 Meeting

Budapest, April 4-6, 2025

Prof. Cecilia Metra, University of Bologna (Italy)

IEEE Director, Division VIII

2019 IEEE Computer Society President



The IEEE Computer Society

- **A community of 375K + people, including**
 - 56K+ Computer Society members
 - 67K+ Technical Committee members
 - 18K+ Special Technical Community members
- **957 chapters in 168 countries**
- **Offers funding opportunities to:**
 - Broadening Participation in Computing
<https://www.computer.org/about/humanitarian-impact/broaden-participation>
 - Emerging Technology Activities
<https://www.computer.org/communities/emerging-technology-fund>
- **30 Technical Committees & Councils**
- **49 peer-reviewed Publications** (37 Journals, 12 Magazines – 29 fully owned and 20 co-owned)
- **189+ Sponsored Technical Conferences**
- **200+ Working Groups on Standards**
- **70 Professional Courses**
- **Involved in IEEE Future Directions initiatives**



IEEE Computer Society Technical Communities

Broad and Deep Technical Expertise

Technical Communities

Directly influence standard development, conferences, publications, educational activities, and engagement in IEEE Future Directions activities.

- Business Informatics and Systems
- Cloud Computing
- Computational Life Sciences
- Computer Communications
- Data Engineering
- Dependable Computing and Fault Tolerance
- Distributed Processing
- High-Performance Computing
- Intelligent Informatics
- Internet
- Learning Technology
- Mathematical Foundations of Computing
- Microprocessors and Microcomputers
- Microprogramming and Microarchitecture
- Multimedia Computing
- Multiple-Valued Logic
- Parallel Processing
- Pattern Analysis and Machine Intelligence
- Real-Time Systems
- Rebooting Computing
- Scalable Computing
- Security and Privacy
- Semantic Computing
- Services Computing
- Software Engineering
- Test Technology
- Very Large Scale Integration
- Visualization and Graphics

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Magazines

- *Computer*
- *Computing in Science & Engineering*
- *IEEE Annals of the History of Computing*
- *IEEE Computer Graphics and Applications*
- *IEEE Intelligent Systems*
- *IEEE Internet Computing*
- *IEEE Micro*
- *IEEE MultiMedia*
- *IEEE Pervasive Computing*
- *IEEE Security & Privacy*
- *IEEE Software*
- *IT Professional*

Journals

- *IEEE Transactions on Affective Computing*
- *IEEE Transactions on Big Data*
- *IEEE Transactions on Cloud Computing*
- *IEEE Transactions on Computers*
- *IEEE Transactions on Dependable and Secure Computing*
- *IEEE Transactions on Emerging Topics in Computing*
- *IEEE Transactions on Knowledge and Data Engineering*
- *IEEE Transactions on Mobile Computing*
- *IEEE Transactions on Parallel and Distributed Systems*
- *IEEE Transactions on Pattern Analysis and Machine Intelligence*

- *IEEE Transactions on Services Computing*
- *IEEE Transactions on Software Engineering*
- *IEEE Transactions on Sustainable Computing*
- *IEEE Transactions on Visualization and Computer Graphics*
- *IEEE/ACM Transactions on Computational Biology and Bioinformatics*

Letters

- *IEEE Computer Architecture Letters*

Open Access Journal

- *IEEE Open Journal of the Computer Society*

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200+ Working Groups Developing NEW Standards

Standards Activities-Sponsored Committees

- Artificial Intelligence Standards
- Blockchain and Distributed Ledger Standards
- Cloud Computing Standards
- Cybersecurity & Privacy Standards
- Data Compression Standards
- Design Automation Standards
- Functional Safety Standards
- LAN/MAN (IEEE 802) Standards
- Learning Technology Standards
- Microprocessor Standards
- Online Gaming Standards
- Portable Applications Standards
- Simulation Interoperability Standards Organization SAC
- Smart Manufacturing Standards
- Software & Systems Engineering Standards
- Test Technology Standards



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The Computer Society is a Trusted Source of Education and Continuous Learning

70 Professional Courses on 13 Topics

- Artificial Intelligence
- Big Data
- Cloud Computing
- Cybersecurity
- DevOps
- Embedded Systems
- Healthcare Cybersecurity
- Internet of Things
- Multi-core
- Risk-Based Security
- Security
- Software Engineering
- Wearables



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The IEEE Metaverse Initiative



- ❑ Launched in January 2023 with the engagement of the IEEE Computer Society, it is an **IEEE enabler for collaboration** among **IEEE constituencies** (Societies, Councils, Regions, Boards, etc) on metaverse's challenges and risks
- ❑ IEEE constituencies **who already agreed to support the initiative** (more will hopefully be added):



If you are interested, please join us by clicking on:
“Stay connected with the IEEE Metaverse Initiative” at
<https://metaversereality.ieee.org/about>

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