

https://www.sacvlc.cl

CALL FOR PAPERS 5th SOUTH AMERICAN CONFERENCE ON VISIBLE LIGHT COMMUNICATIONS

October 22 - 24, 2025 La Paz, Bolivia

The 5th South American Conference on Visible Light Communications (SACVLC 2025) will be held in La Paz, Bolivia, from October 22 to 24, 2025. This international forum will bring together experts from academia and industry to address advances in visible liaht communication (VLC) systems and their applications in power electronics, biomedical technologies, and smart environments. VLC enables lighting, data transmission, localization, and sensing using unlicensed frequency bands, and is emerging as a complementary technology to 5G, B5G, and 6G wireless networks.

The event will feature **keynote and invited talks**, technical presentations, and interactive spaces to foster collaboration around the current and future challenges of the field. We invite researchers, developers, and professionals to actively participate by **submitting technical papers**, contributing to the advancement of this emerging technology.

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RELATED TOPIC

Optical Networks AI and ML for optical systems and networks Big data-driven optical networking Data analytics for optical networks Elastic, flexible-rate and flexi-grid optical networks Free-space optical networks FSOWC in education and society Optical camera communications Optical network control and management Optical network survivability and availability Optical vehicular networks Optical and wireless convergence Software-defined optical networks Ultraviolet communications and networks Underwater optical communications Visible light communications

Mobile and Wireless Networking

Cellular systems, 4G/5G/B5G/6G Cognitive radio networks Green wireless networks Large-scale LEO satellite networking Low power wide area networks Opportunistic wireless networks Pervasive and wearable computing and networking Reconfigurable wireless networks Software-defined wireless networks Underwater wireless networks Vehicular networks Unmanned aerial vehicle Wireless network virtualization Wireless multimedia networks Wireless networking techniques based on AI WLAN, WPAN, and other home/personal networking technologies

Device - to - device and machine - to - machine communications

Communication Services, Software and Multimedia Applications

Cooperative networking for streaming media content E-health, E-governance, E-agriculture, etc. High-quality service provisioning for multimedia applications

Location-based services

ML techniques for video delivery and service ML techniques for multimedia content analysis

Multimedia cloud, streaming, multicast and broadcast services

Multimedia fog/edge computing and communication QoE and QoS

Quality-oriented routing algorithms Real-time communication services

Service orchestration and management

Service security and privacy

Triple and quadruple play services

Quantum on Communications

Quantum Photonics & Optics Quantum Communications & Cryptography Quantum Algorithms & Information Quantum Computing Quantum Software Engineering Quantum Sensing & Metrology Quantum Hardware Engineering Quantum Applications Quantum Education & Training **Communications Theory & Signal Processing** Communication theory of ad-hoc and sensor networks Communication theory of distributed and edge computing Communication theory of networks and cross-layer design Multi-antenna, multi-user and multi-node systems Radio communications Satellite & space communications Signal processing techniques in 5G/B5G/6G

Signal processing for QoS and QoE based applications Signal processing for smart grid and green communications Signal processing for sensor networks and IoT Signal processing for software-defined and cognitive radio Signal processing for power line communications Signal processing for millimeter and tera-Hz communication Theoretical aspects of blockchain and ML in networks

Selected Areas in Communication

Blockchain in communications and networks Cloud, fog and edge computing Internet-of-Things Satellite Communication Systems Smart cities and urban computing Smart grid communications Social networks, crowdsourcing, and crowdsensing Tactile Internet- History of VLC VLC in popular culture

AI, Big Data and ML for Networking

AI and ML for 5G/B5G/6G and network slicing AI and ML for virtualized and software-defined networks AI, neural networks, and deep learning for network management AI Education & Training Big data for smart cities and smart homes Big data for cloud computing, communications and networking Big data for smart grids Big data with IoT and cyber-physical systems Cloud and network data analytics, modelling and visualization Cooperative learning for software-defined and virtualized networks Data analytics for QoS and traffic classification Data analytics for faults and root-cause analysis Data-driven management of virtualized infrastructure Data-driven management of IoT and cyber-physical systems Data-driven management of SDN and data centers ML-based distributed training and learning over-the-air Operational analytics and intelligence Predictive analytics and real-time analytics Next-generation Networking and Interr 5G/B5G/6G architecture Blockchain in next-generation communications and networks Content-centric networking Centralized-RAN and Cloud-RAN architecture Future Internet and next-generation networking architectures High-speed architectures for next-generation router/switches Management of service-oriented control planes in 5G/B5G Network functions virtualization Next-generation access networks Next-generation anomaly, intrusion, and attack detection and prevention Next-generation flow management Next-generation IP multimedia subsystem Next-generation network management and control Parallel architectures for next-generation routers and switches Software-defined networking

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Please contact raul.zamorano@usach.cl or vicente.matus@ulpgc.es

IMPORTANT DATES

Paper submission deadline: 11 August 2025 Notification of acceptance: 1 September 2025 Camera-ready papers Submissions: 15 September 2025





Co-organized with:

