

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 light 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 Fiber Devices and Sensing applications
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

E-health, E-governance, Cooperative networking for streaming media contentE-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 Communications

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 Internet
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: **20 August 2025**

Notification of acceptance: **1 September 2025** Camera-

ready papers Submissions: **15 September 2025**

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