

SocMeta

IEEE ComSoc SNTC Student Competition

This is the **second edition of the ComSoc Social Networks TC Student Competition Program**, for graduate and undergraduate students, launched by the **Social networking in Metaverse (SocMeta) TC Innovation Project**.

Goal of this competition:

Encouraging communications engineering students to expand their knowledge, test and showcase new skills, and inspire innovation.

The winning student (or student team) will be awarded a certificate signed by the IEEE ComSoc president and the technical committee. The team leader or individual that wins first prize will be invited to receive the prize, eventually, at IEEE GLOBECOM 2024 if he/she intends to attend the conference.

The theme of the competition is "*Social networking in Metaverse*". The main objectives of our project **SocMeta** are related to how the Metaverse will revolutionize the existing social networking features, applied to different contexts, from Social Internet of Things to Vehicular Social Networks, as well Online Social Networks. For more details, have a look to the web site of the research project SocMeta: <https://sn.committees.comsoc.org/special-interest-groups-sigs/special-interest-group-on-social-internet-of-anything-sioa-sig/social-networking-in-metaverse-socmeta-tc-innovation-project/>

The Communication Technology Changing the World Student Competition recognizes students, or teams of students, who demonstrate the ability to improve social networking in Metaverse.

The proposed competition proposal, will investigate among the following topics (but not limited to):

- Authentication and identification in the Metaverse/XR
- Privacy in the Metaverse/XR
- Trust in the Metaverse/XR
- BlockChain for the Metaverse
- Physical Threats in the Metaverse/XR
- Countermeasures for cybersecurity in Metaverse/XR
- AI driven Security in the Metaverse/XR
- Automated intrusion detection in the Metaverse/XR
- Criminality in the Metaverse/XR
- Forensics and legal procedures in the Metaverse/XR
- Define proper features of social networking in Metaverse
- Investigate social networking for AR/VR/XR
- Investigate security and privacy issues in Metaverse
- Define a framework for integrated Metaverse with traditional online social networks
- Analyse social networking features among Digital Twins
- Investigate issues arisen by the overlapping of physical world with virtual and extended world

Chairs of the Student Competition Committee, which will select the winners:

- Abderrahim Benslimane, Avignon University, France
- Anna Maria Vegni, Roma Tre University, Italy
- Valeria Loscri, INRIA Europe, France
- De-Nian Yang, Academia Sinica, Taiwan

Eligibility Requirements

1. To individually qualify for the competition, a participant must be a **Student member or Graduate Student member of IEEE Communications Society**.
2. Entrants may form a team with other IEEE ComSoc Student members or non-Student-members, as long as the team is led by an IEEE ComSoc Student member.
3. Team members do not need to be from the same country or region.
4. In this competition, students must play the predominant roles in developing the project and problem-solving. Higher grade senior roles may be included on a team, but will be considered “mentors” or “advisors”. Any non-Student members among the authors must also be listed as “advisor”.
5. While students may receive technical and financial assistance from others, senior individuals acting in any mentorship role must limit the level of support to general guidance and must not contribute in any other form that might be considered original authorship, or in any way that may enable claims of rights or ownership to the submitted entries.
6. The submission entry must clearly specify the contribution of mentors or others supporting the students in the team.
7. Student members or Graduate Student members of the IEEE Communications Society must be at least 18 years of age at the time of entry submission.
8. **IEEE ComSoc Membership** – Non-members can [join IEEE ComSoc](#) at any time. IEEE Student members must renew their membership for the 2024 membership year and [add ComSoc](#) to be eligible to participate in the student contest.

Deadline of submissions: November 15, 2024 23:59 New York time.

Decision date and notifications: November 25, 2024

Submit a Project

Your project can be a demonstration or a research paper. Submissions should be no longer than 3,000 words (a PDF file embedding all figures) and should include the following information:

- project title
- executive summary
- general description
- technical solution and project details
- social impact on humanity or local community
- implementation status, testing, and trial (if any)
- additional documentation (if any)
- contact information

Entries will be accepted up until the submission deadline noted on the competition online form. Contestants are encouraged to register in advance of submitting their entries. Incomplete entries are void and will not be eligible to win.

Submit your proposal to Abderrahim Benslimane abderrahim.benslimane@univ-avignon.fr and copy to Anna Maria Vegni annamaria.vegni@uniroma3.it, Valeria Loscri valeria.loscri@inria.fr, and De-Nian Yang dnyang@iis.sinica.edu.tw

Evaluation and Ranking

Entries will be evaluated and ranked by an international judging committee, appointed by the Student Competition Chairs, including representatives of all ComSoc Technical Committees. Evaluation criteria will include:

- originality
- creativity in applying communication technology
- social impact on humanity or local community
- challenging technical aspects
- practical results
- possible application in other parts of the world

We encourage all students who aspire to a career in communications and networking to enter. Shape the future of our field by making your voice heard today.

Have a Question? Send your questions to <benslimane@ieee.org>. Please provide enough information so that we may respond to your inquiry.