

## Research areas in Computer Science

- Big Data
- Machine Learning
- Networks
- Network Science
- Database Management
- Information Systems
- Algorithms & Complexity
- Game Theory and Applications
- Graph Theory and Applications
- Human Computer Interaction
- Video Games
- Gamification
- Artificial Intelligence
- Software Engineering
- Network Technologies
- Operational Research
- Risk analysis/Assessment
- Mathematical Foundations of Computer Science
- Robotics
- Wireless & Sensor Networks
- Telecommunications
- Parallel Algorithms and High-Performance Computing
- Decision Support Systems
- Decision Sciences
- Augmented / Virtual / Mixed Reality
- Industry 4.0
- Internet of Things
- Cybersecurity
- Cyber-Physical Systems
- Deep Learning