

ICDME2019



THE 4TH INTERNATIONAL CONFERENCE ON DESIGN AND MANUFACTURING ENGINEERING

JULY 15-17, 2019 | DEAKIN UNIVERSITY, AUSTRALIA

SUBMISSION METHODS

1. Template Download: [mateconf_2col.doc](#)
2. Submission Deadline: **March 01st, 2019**
3. Steps for Paper Submission:
 - a. Create an easy chair account. (For new user),
 - b. Click on the following link URL : [Electronic Submission System](#)
 - c. Enter easy chair user name and password
 - d. Go to new submission
 - e. Fill the details and upload the paper in pdf
 - f. Wait for the response from ICDME 2019 Team

IMPORTANT DATES

Submission Deadline: **March 01st, 2019**

Acceptance Notice: March 20th, 2019

Registration Due: April 10th, 2019

Conference Dates: July 15-17, 2019

CONTACT

Ms. Connie Young

Conference Secretary of ICDME

Email: icdme@saise.org

Tel: +852-30717761 (Hong Kong) /

+86-18062000004 (China)

(Office Time 9:30 - 18:00,

Time zone: GMT+8; Monday to Friday)

SPONSORED BY



PROCEEDINGS

All submissions will be peer reviewed by 2-3 reviewers. The registered and presented papers will be published into the volume of *MATEC Web of Conferences* (ISSN: 2261-236X), which is indexed by [Ei Compendex](#), [Scopus](#), Inspec, DOAJ and CPCI (Web of Science).

HISTORY

ICDME2018- MATEC Web of Conferences, Vol. 221 (2018) (Read More)

ICDME2017- IOP Conference Series: Materials Science and Engineering, Vol. 239 (Read More)

Papers of ICDME2017 are indexed by Ei Compendex and Scopus!

TOPICS OF INTEREST INCLUDE (BUT NOT LIMITED TO) THE FOLLOWING:

- Product/industrial/engineering design
- CAD/CAM/CAE
- Concurrent engineering, agile manufacturing, rapid prototyping
- Material science and engineering materials
- Manufacturing technologies, production, control
- Mechanical transmissions
- Engineering management
- Sustainable development, lifecycle assessment, Eco-design, Eco-manufacture and renewable energy
- Web/Internet technologies
- Experimental and theoretical analyses, finite/boundary element methods, optimisation
- Soft computing, artificial intelligence, evolutionary computing, agent computing
- Computer simulation, multimedia, virtual reality