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JACTA is an open access journal that provides a platform for researchers, practitioners and experts to share their research findings and readers to access knowledge at the state-of-the-art. The creation of JACTA has been a significant to Computing and Computer Science fields. In fact, JACTA is generated from a collaboration between Universiti Teknikal Malaysia Melaka (UTeM), Faculty of Information and Communication Technology (FTMK) and Center of Advanced Computing Technology (C-ACT). Furthermore, articles submitted to JACTA will be screened based on a peer review process to ensure the article contribution, relevance, readability and originality. Each year, in the month of May and November, JACTA will publish the issues and numbers based on the amount of high quality manuscripts that has been accepted. Potential authors are invited to submit their original contribution in the research topic of Algorithm and Computing, Analytics and Computational Intelligence, Cyber-Physical Systems and Advanced Networking Systems, Cyber Security and Digital Forensics, Immersive Multimedia and Games Technology; and Software Engineering and Knowledge Management but not limited to:

#### 1. Algorithm and Computing

- Algorithm Development and Mathematical modelling
- Cloud Computing
- Pervasive Computing
- Distributed Computing
- Social Computing
- Bio-inspired Computing
- High Performance Computing
- Human-centric Computing
- Ubiquitous Computing

### 2. Analytics and Computational Intelligence

- Data Analytics
- Machine Learning
- Artificial intelligence

## 3. Cyber-Physical Systems and Advanced Networking Systems

- Internet-of-Things (IoT) and Machine-to-Machine
- Wireless Sensor Networks (WSNs) design
- Network Performance, Network Management, Network Surveillance
- Network Architecture & Design and Analysis

#### 4. Cyber Security and Digital Forensics

- IoT Forensics
- Security and Privacy

#### 5. Immersive Multimedia and Games Technology

- Multimedia Compression
- Multimedia System
- Virtual Reality and Augmented Reality
- Games Development
- Image and Signal Processing

#### 6. Software Engineering and Knowledge Management

- Software Verification and Validation
- Software Testing
- Software Architecture and Design
- Database Management System