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JCOMSS

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Journal of Communications Software and Systems ([JCOMSS](https://jcoms.fesb.unist.hr/)) is the peer reviewed **open access journal** offering authors the quick promotion of their published articles, and free access to the valuable scientific information. The accepted papers are electronically published at the journal website shortly after acceptance. All published papers in JCOMSS are available in the [Archives](#).

JCOMSS is an electronic processing journal, published quarterly, offering typically 2 months window for the final decision about publishing for well prepared regular papers that are accepted after one round of review. JCOMSS is indexed in WoS ESCI, Scopus, EBSCO, Inspec, Google Scholar, CrossRef, DOAJ, and is in the last step to be included in the WoS SCIE database (Clarivate Analytics).

JCOMSS invites submission of high quality papers that advance the state-of-art and applications in communications, software engineering and communications systems and services. Researchers are solicited to submit manuscripts presenting new methods and innovative techniques, reports on experiments with analysis of performances of the systems and prototypes. The subjects covered by this journal include all aspects in communications software, systems and services in wired and wireless communications as well as other media, including body communications, underwater and molecular communications and multimedia and virtual reality technologies.

## Manuscript Submissions

Author guidelines, submission information and details about Article Processing Charges are available at the [link](#). Submissions must be original and should not have been published previously or be under consideration for publication while being evaluated for this Journal.

## Topics (but not limited to):

- Communications Software
- Interfaces and Communication Protocols
- Network Operations and Management
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- Mobile and Wireless Communications
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- Signal Processing and Coding
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- Next Generation Networks and Services
- Electromagnetic Compatibility in Communication
- Multimedia and Virtual Reality Systems

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