



Modelling and Simulation of Social-Behavioural Phenomena in Creative Societies (MSBC-2026)

4th International Conference
September 23–25, 2026
Tashkent, Uzbekistan

Announcement and Second Call for Papers

The growing challenges of societal sustainability and cohesion are becoming more and more acknowledged world-wide. However, there is a conceptual and analytical gap in understanding the driving forces behind them.

Thorough multidisciplinary research efforts are in demand for making valuable contributions, starting from concepts and models, and ending with recommendation and decision support systems capable of contributing to the efficient global and Europe-wide social and environmental sustainable policy formation agendas.

Application of computational models to study issues in the social sciences and humanities has been undergoing rapid development during the last decades. The conference MSBC-2026 aims to create an open panel for the effective dialogue among researchers and practitioners interested in the integration of computer science with social science and humanities, focusing on challenges of sustainability, self-regulation and wellbeing in the global digital world. MSBC-2026 continues the purpose and main topics of the **MSBC-2019**, **MSBC-2022** and **MSBC-2024**.

Organisers of the Conference



Co-organising Institutions



For contacts and more information: <https://msbc.tech/>



Important dates

First call for papers:	– November 15, 2025
Deadline for invited session proposals:	– March 20, 2026
Registration and Abstract submission to Springer Proceedings:	– April 20, 2026
Paper submission to Springer Proceedings:	– May 25, 2026
Paper acceptance notification:	– June 15, 2026
Early registration fee payment:	– September 08, 2026
Registration and Abstract submission without a paper to Proceedings:	– September 12, 2026
Conference:	– September 23-25, 2026
Full paper submission to a top-rated journal:	– February 25, 2027

Publications

We encourage those interested in the conference to submit their contributions on the following topics:

1. Computational Intelligence Applications in Social Sciences;
 2. Agent-Based Social Simulation Systems;
 3. Social Media Content Monitoring and Analysis;
 4. Large Language Models in Social-Behavioural Phenomena;
 5. Game-Theoretical Models of Social Processes;
 6. System-Based Modelling and Space-Time Analysis in Economics;
 7. Modeling of Social-Behavioural phenomena with AI
- and other Invited Sessions.

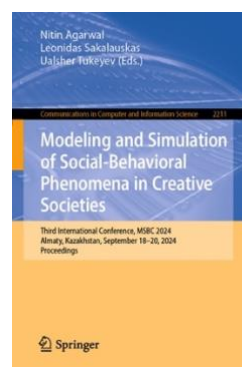
However, theoretical and applied contributions on other topics of modelling and simulation of social-behavioural phenomena in creative societies are also welcome.

Plenary lectures will be given by leading and experienced researchers:

- **Mersaid Aripov**, Uzbek National University of Mirzo Ulugbek (Uzbekistan).
- **Aiste Dirzyte**, Vilnius Gediminas Technical University (Lithuania).
- **Vladimir Mazalov**, St. Peterburg State

- University (Russia).
- **Vladimer Papawa**, Tbilisi State University (Georgia).
- **Sankar Kumar Roy**, Vidyasagar University (India).
- **Ualsher Tukeyev**, Al-Farabi Kazakh National University (Kazakhstan).

Submitted papers will be published in **Springer Conference Proceedings in series "Communications in Computer and Information Science"** and delivered during the conference.



Selected full papers will be submitted for publication in Special Issues of top-rated journals.

The collective monograph on the subject of conference topics will be published by world-wide publisher. The title and content of the book will be announced before conference.