

The Second IEEE International Conference on Social Computing (SocialCom-2010)

Enabling Computing, Services and Intelligence for Social Life

<http://www.iisocialcom.org/conference/socialcom2010>

Sponsored by IEEE

Minneapolis, USA, August 20-22, 2010



General Chair

Alex Pentland, Massachusetts Institute of Technology, USA

Program Chair

Justin Zhan, National Center of Financial Infrastructure Protection, USA

Workshop/Tutorial/Panel Chair

Nathan Eagle, Santa Fe Complex Systems Institute, USA

Stan Matwin, University of Ottawa, USA

Sun-Ki Chai, University of Hawaii, USA

Publicity Chair

Daniel Zeng, University of Arizona, USA

Irwin King, The Chinese University of Hong Kong, China

Local Chair

Nora Paul, University of Minnesota, USA

International Advisory Board

Joseph A. Konstan, University of Minnesota, USA

Jianhua Ma, Hosei University, Japan

Tom Malone, Massachusetts Institute of Technology, USA

Cliff Nass, Stanford University, USA

Nuria Oliver, Telefonica, Spain

Feiyue Wang, Chinese Academia of Science, China

System Administrator

Arnold Nzailu, National Center of Financial Infrastructure Protection, USA

Xing Fang, National Center of Financial Infrastructure Protection, USA

Steering Chair

Justin Zhan, National Center of Financial Infrastructure Protection, USA

Laurence T. Yang, St Francis Xavier University, Canada

INTRODUCTION

Social Computing can be broadly defined as computational facilitation of social studies and human social dynamics as well as design and use of information and communication technologies that consider social context. Social computing has recently become one of the central themes across a number of information and communication technology fields and attracted significant interest from not only researchers in computing and social sciences, but also software and online game vendors, web entrepreneurs, political analysts, digital government practitioners. The Second IEEE International Conference on Social Computing provides a key forum for researchers and industry practitioners to exchange information regarding advancements in the state of art and practice of social computing.

SCOPE AND INTERESTS

Topics of particular interest include, but are not limited to:

- * Social Computing Theories
- * Social System Design and Architectures
- * Social Network Analysis and Mining
- * Semantic web
- * Social Behavior Modeling
- * Social Intelligence and Social Cognition
- * Social media analytics and social media intelligence
- * Social Computing Applications such as collaborative filtering, bookmarking, tagging, and multi-agent systems, user-generated content, blogs, wikis, and discussions
- * Human-Computer Interaction and Interface Design
- * Emotional Intelligence, Cultural Dynamics, Opinion Representation, Influence Process
- * Data Mining, Machine Learning, Information Retrieval, Artificial Intelligence in Social Contexts
- * Trust, Privacy, Risk and Security in social contexts
- * Services Science, Quality, Architecture, Management, Tools, and Case Studies.

IMPORTANT DATES

Workshop Proposal:	March 15, 2010
Submission Deadline:	May 01, 2010
Authors Notification:	June 15, 2010
Final Manuscript Due:	July 06, 2010

ELECTRONIC SUBMISSION

Prepare your manuscripts with IEEE conference paper styles not more than 8 pages in PDF file. (<http://www.ieee.org/web/publications/pubservices/confpub/AuthorTools/conferenceTemplates.html>)

Submit your paper(s) at the SocialCom-2010 submission site:

<http://www.iisocialcom.org/conference/socialcom2010/register/index.php>

Each submission should be regarded as an undertaking that, should the paper be accepted, at least one of the authors must attend the conference to present the work in order for the paper to be included in the IEEE Digital Library.

PAPER PUBLICATIONS

Accepted papers will be published in the conference proceedings by IEEE Computer Society. Selected papers will be recommended for submission to special issues of journals.

WORKSHOP PROPOSAL

In conjunction with the SocialCom-2010 conference, workshops will be held. Please submit a workshop proposal including call for papers, organizing committee, important dates, short bio of the organizers to the SocialCom-2010 workshop chairs (iisocialcom@googlegroups.com) before March 1, 2010. Proceedings of SocialCom-2010 workshops will be published by IEEE CS Press. The workshops with more than 15 papers will be granted with a free complimentary registration for the leading workshop organizer.