

The Third IEEE International Conference on Social Computing (SocialCom-2011)

<http://www.iisocialcom.org/conference/socialcom2011>

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Massachusetts Institute of Technology, Boston, USA, October 9-11, 2011



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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 Third 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 Signal Processing
- * Social Networks
- * Reality Mining
- * Mobile Social
- * 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:	May 15, 2011
Submission Deadline:	June 15, 2011
Authors Notification:	August 01, 2011
Final Manuscript Due:	August 15, 2011

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-2011 submission site:

<http://www.iisocialcom.org/conference/socialcom2011/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/TUTORIAL/PANEL PROPOSAL

In conjunction with the SocialCom-2011 conference, workshops/tutorials/panels will be held. Please submit a workshop/tutorial/panel proposal including call for papers, organizing committee, important dates, short bio of the organizers to the SocialCom-2011 workshop/tutorial/panel chairs (iisocialcom@googlegroups.com) before May 15, 2011. Proceedings of SocialCom-2011 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.