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The First International Conference on Social Eco-Informatics

SOTICS 2011
October 23-28, 2011 - Barcelona, Spain
http://www.iaria.org/conferences2011/SOTICS11.html

Important deadlines:

Submission (full paper)	May 20, 2011
Notification	June 25, 2011
Registration	July 10, 2011
Camera ready	July 15, 2011

Tracks:

Digital resource domains

Social networks; Digital computing; Digital health care; Digital mapping; Digital human faces; Digital libraries; Eco-informatics; Micro-contribution by masses

Social evaluation and metrics

Metric on quality of experience and satisfaction; Social mobility; Social interactions; Social learning; Social media; Social models; Mutual social credentials

Social applications

On-line entertainment; Games and citizens; Social networking and social software; Tagging and micro-blogging; Collaborative filtering and tagging; Social simulation (mobility, groupware, etc.); Very large social networks; Deep web social information; Blogs and mini-blogs; E-books

Social mobility

Social mobile networks with the Web 2.0; Mobile social architecture and services; Open service capabilities; Open exposure of telco capabilities; Open Web APIs, SOA and SDP; Interworking strategies; Mobile terminals as sources for User-generated content; Architecture and services for user-generated content; Auto-description and metadata synthesis for telecom-generated for user-generated content; Social mobile networks; User behavior profiling; Social connections (social graphs, contacts, etc); Services and architectures/solutions for social mobile services

Mechanisms for social services

eSociety; Accessibility; Social education; Social opinion; Digital eco-systems; Ecology and social justice; eGovernments; Digital economy; eCommerce; Digital cities; Tourism; Democracy and social groups; Patent laws; Social tools; Web enterprises and services

Challenges in social environments

Computational thinking; Natural language processing; eImpact on children knowledge and abilities; Opinion and sentiment analysis; Computing and philosophy; Threats in social networks; Trusted computing; Reputation systems; Pervasive social computing; Real-time ubiquitous social semantic; Social creativity; Social trust; Ethics