Social computing broadly refers to computing-supported approaches that facilitate interactions among people and organizations. Social computing has emerged as an exciting multidisciplinary area of research, driven by the wealth of easily available information and the success of online social networks and social media. What is still lacking though is a deeper conceptual understanding of information in social computing, especially its pragmatic aspects, such as social meaning, ownership, flow, and use.

We invite high-quality submissions for a special theme section on the principles and concepts underlying information in social computing. We especially welcome novel treatments of social interaction and social relationships. Subthemes and topics include:

### Applications
- Social provenance
- Sociotechnical systems, including applications such as healthcare and smart cities
- Participatory decision-making in communities
- Business processes
- Services
- Software engineering

### Paradigms
- Contracts
- Argumentation
- Collaboration and teamwork
- Social networks
- Crowdsourcing
- Collective intelligence

### Models
- Social expectations and norms
- Social relationships
- Culture
- Regulations
- Protocols

### Realization
- Social middleware
- Distributed knowledge bases
- Social software
- Social sensing
- Cloud computing

### Challenges
- Identity
- Trust
- Compliance and accountability
- Privacy
- Security
- Governance

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**Deadlines**

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**Submission**

To submit a paper, please follow the instructions on:

[http://toit.acm.org/submission.html](http://toit.acm.org/submission.html)