

ACM Transactions on Internet Technology (TOIT)

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Call for Papers for a Special Section on
Advances in Social Computing



**ACM Transactions on
Internet Technology**

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Social computing is computing applied to understanding, modelling, and facilitating social interaction between people and organizations. It promises improved decision making, richer collaborations, and enhanced problem solving capabilities through a better understanding of human behavior and social interaction in interpersonal, organizational, and societal settings. Social computing is inherently interdisciplinary, drawing from areas such as computational social science, information processing, social informatics, distributed computing, and multiagent systems, among others.

Despite the explosion of interest in social computing, its models and methods fall substantially short of capturing and supporting the richness, subtlety, and variety of social interactions. To address this gap, we seek high-quality submissions that focus on social interaction for an ACM TOIT special section on social computing. We especially welcome submissions that make significant computational advances in one or more of the following dimensions.

- Novel computational models and analyses that give insight into social interaction and human behaviour.
- Novel software models, theories, and methodologies informed by social interaction.
- Novel and insightful case studies in relevant application domains, e.g., in healthcare, smart cities, disaster response, scientific collaboration, and so on.

We list below some indicative topics of interest organized by themes. A relevant contribution will address one or more themes highlighting the connection with social computing as motivated above.

Deadlines

Submissions: February 15, 2016
First decisions: May 15, 2016
Revisions: June 30, 2016
Final decisions: August 31, 2016
Final manuscripts: September 30, 2016
Publication date: February 15, 2017

Submission

To submit a paper, please follow the instructions on:
<http://toit.acm.org/submission.html>

Contact

Please send any queries about this CfP to
toit.asc.ge@gmail.com

Models

Human behaviour in social settings
Interaction protocols
Norms
Regulations and contracts
Communities
Organisations
Social networks
Situations and contexts

Value

Collective intelligence
Teamwork and collaboration
Decision-making
Accountability
Governance
Security, privacy, and trust
Entertainment

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Methods

Computational social science
Natural language processing
Data mining and analytics
Social informatics
Software engineering
Distributed computing

Technology

Cloud computing
Internet of Things
Linked data
Wearable computing
Big Data