

e-society 2009

Types of Contributions

- > Full Papers
- > Short Papers
- > Reflection Papers
- > Posters / Demonstrations
- > Tutorials
- > Panels
- > Invited Talks
- > Doctoral Consortium
- > Corporate Showcases

Topics of Interest

eSociety and Digital Divide

Connectivity may imply social coherence and integration. The opposite may result as well, when systematic measures are taken to exclude certain individuals or certain groups. Papers are welcomed on the next keywords:

- > Social Integration
- > Social Bookmarking
- > Social Software
- > eDemocracy
- > Social Integration

New Media and eSociety

- > Digitization, heterogeneity and convergence
- > Interactivity and virtuality
- > Citizenship, regulation and heterarchy
- > Innovation, identity and the global village syndrome
- > Internet Cultures and new interpretations of "Space"
- > Polity and the Digitally Suppressed

eHealth

May include issues relating to:

- > Data Security Issues
- > eHealth Policy and Practice
- > eHealthcare Strategies and Provision
- > Legal Issues
- > Medical Research Ethics
- > Patient Privacy and Confidentiality

eBusiness / eCommerce

May include issues relating to:

- > Business Ontologies and Model
- > Digital Goods and Services
- > eBusiness Models
- > eCommerce Application Fields
- > eCommerce Economics
- > eCommerce Services
- > Electronic Service Delivery
- > eMarketing
- > Languages for Describing Goods and Services
- > Online Auctions and Technologies
- > Virtual Organisations and Teleworking

Digital Services in eSociety

- > Service Broadcasting
- > Political Reporting
- > Development of Digital Services
- > Freedom of Expression
- > eJournalism
- > Open Access

Information Systems

May include issues relating to:

- > Electronic Data Interchange (EDI)
- > Intelligent Agents
- > Intelligent Systems
- > IS Security Issues

Important Dates

Submission Deadline: 20 October 2008

Notification to Authors: 17 November 2008

Final Camera-Ready Submission and Early Registration: Until 15 December 2008

Late Registration: After 15 December 2008

> Mobile Applications

- > Multimedia Applications
- > Payment Systems
- > Protocols and Standards
- > Software Requirements and IS
- > Architectures
- > Storage Issues
- > Strategies and Tendencies
- > System Architectures
- > Telework Technologies
- > Ubiquitous Computing
- > Virtual Reality
- > Wireless Communications

eLearning

May include issues relating to:

- > Collaborative Learning
- > Curriculum Content Design & Development
- > Delivery Systems and Environments
- > Educational Systems Design
- > eCitizenship and Inclusion
- > eLearning Organisational Issues
- > Evaluation and Assessment
- > Political and Social Aspects
- > Virtual Learning Environments and Issues
- > Web-based Learning Communities

eGovernment / eGovernance

May include issues relating to:

- > Accessibility
- > Democracy and the Citizen
- > Digital Economies
- > Digital Regions
- > eAdministration
- > eGovernment Management
- > eProcurement
- > Global Trends
- > National and International Economies
- > Social Inclusion

Information Management

May include issues relating to:

- > Computer-Mediated Communication
- > Content Development
- > Cyber law and Intellectual Property
- > Data Mining
- > ePublishing and Digital Libraries
- > Human Computer Interaction
- > Information Search and Retrieval
- > Knowledge Management
- > Policy Issues
- > Privacy Issues
- > Social and Organizational Aspects
- > Virtual Communities
- > XML and Other Extensible Languages

