



HCI International 2014

16th International Conference on
Human-Computer Interaction

Call for Participation



22-27 June 2014, Heraklion, Crete, Greece
Creta Maris Beach Resort

SCSM 2014

6th International Conference on Social Computing and Social Media

(formerly Online Communities and Social Computing)

Chair: **Gabriele Meiselwitz**
Towson University, USA

The objective of this affiliated conference to HCI International 2014 is to provide an international forum for the dissemination and exchange of scientific information on theoretical, generic, and applied issues of Online communities and Social Media.

Social activity is a fundamental aspect of human life. The development of Web 2.0 has radically altered the landscape for human and social interaction. Applications proliferate which offer rich, interactive user experiences and facilitate community-based content creation, knowledge sharing and collaboration. Online communities and Social Media lie at the intersection of social behavior and computing systems, focusing on the use of technology to create social conventions and contexts.

The conference solicits papers reporting results, covering a broad range of research and development activities on a variety of related topics.

Areas of interest of the SCSM 2014 Conference include, but are not limited to those listed here

- Community Engagement
- Computer Mediated Communication
- Computer Supported Collaborative Learning
- Design and evaluation methodologies for social computing and social media
- Education and the use of social computing and social media
- E-democracy and political engagement
- Ethical and legal issues in social computing and social media
- Friends and family groups
- Gaming, including MMOG and MMORP communities
- Healthcare communities
- Infrastructure for social computing and social media
- Language and culture in social computing and social media
- Large scale conversations
- Mobile social computing and social media
- Online special interest communities
- Online and offline articulation
- Social identity and presence
- Policies in social computing and social media
- Privacy and security in social computing and social media
- Smart Community Services
- Social modeling
- Social network analysis
- Social presence
- User generated content (wikis, blogs, etc)
- Universal access and usability
- Visualizing social interaction
- Virtual worlds