I²CS — Innovative Internet Community Systems

13 - 15 June 2012, Trondheim, Norway

12th International Conference
on
Innovative Internet Community Systems
13 - 15 June, 2012

Location: R3 at the Natural Science Building of

NTNU – Trondheim
Norwegian University of Science and Technology

Call for Contributions

I²CS solicits submissions of unpublished papers presenting research results, industrial experiences and applications, as well as detailed specifications of open problems.

Full papers of no more than 10 pages, following the instructions for authors, should be submitted as PDF-files using the EasyChair conference management system, available via: http://www.i2cs-conference.org/

All submitted papers will be subject to a double reviewing process by the program committee.

All accepted contributions will be included in the proceedings of the I²CS 2012 in the series Lecture Notes in Informatics (LNI) by the Gesellschaft für Informatik (GI).

Important Dates – Extended deadlines!

20 February , 2012	Abstract registration
5 March 2012	Paper submission
23 March 2012	Author notification
9 April 2012	Camera-ready copies
16 April, 2012	Early registration
13 - 15 June, 2012	**Conference**

For more information and further details, please feel free to check out either:
http://www.i2cs-conference.org/
or e-mail info@i2cs-conference.org
or contact the conference chairs directly.

Topics

Internet community systems, foundations, technology, applications as well as socializations.

The topics include, but are not limited to original work in the following areas:

Foundations:
Theories, models, algorithms for communities
• Distributed algorithms and simulation models
• Game theory, graph theory and cost models
• Innovative communication protocols
• Self organization and self stabilization
• Security and privacy protection
• Swarm intelligence and collaborative behaviour
• Small world models and cloud computing

Technology:
Distributed architectures and frameworks
• Service oriented architectures and QoS for communities
• Peer-to-peer, grid and innovative architectures
• Distributed community and middleware in the cloud
• Software agents and adaptive systems
• Web x.0, Enterprise x.0 and Wikis
• Community management in ad-hoc environments
• Information retrieval, text processing and ontologies

Applications and socialization:
Communities on the move
• Mobile Internet applications and user experience
• Context and location awareness
• eHealth challenges and ambient assisted living
• Personalization, social media and search
• Social and business aspects of user generated content
• Recommender solutions and expert profiles
• Domain specific languages for semantic design

Conference Chair:	Co-Chair:	Program Chair:
Leendert W. M. Wienhofen	**Gerald Eichler**	**Anders Kofod-Petersen**
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