



# 13<sup>th</sup> International Conference on Innovative Internet Community Systems 19 - 21 June, 2013

Conference location: Hotel "Vier Jahreszeiten", Iserlohn, Germany  
Hosted by



## Call for Contributions

"Inspiration generates progress" is the motto of the 13<sup>th</sup> I<sup>2</sup>CS. The conference solicits submissions of unpublished papers presenting research results, industrial experiences and applications, as well as discussions of open problems.

Full papers of no more than 12 pages, following the instructions for authors, should be submitted as PDF-files using EasyChair conference management system, available via submission section at <http://www.i2cs-conference.org/>

Submitted papers will be subject to reviewing by the program committee members. Accepted contributions will be included in the proceedings of the I<sup>2</sup>CS 2013 in a hard cover Springer publication, issued after the conference.

## Important Dates

- |                      |                       |
|----------------------|-----------------------|
| ▪ 15 April, 2013     | Paper submission      |
| ▪ 2 May, 2013        | Author notification   |
| ▪ 15 May, 2013       | Camera-ready copies   |
| ▪ 15 May, 2013       | Author's registration |
| ▪ 19 - 21 June, 2013 | Conference event      |



For more information and further details, please feel free to:

- access <http://www.i2cs-conference.org/>
- e-mail [info@i2cs-conference.org](mailto:info@i2cs-conference.org)
- contact the conference chairs directly

## Topics

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