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Fw: ICDS 2016 || Invitation for committee membership || April 24 - 28, 2016 - Venice, Italy

Joaquín Sergio Zepeda Hernández <jzepeda@correo.cua.uam.mx>
Para: jsergy@gmail.com

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----- Forwarded Message -----

From: IARIA Committees <tpc@iaria.org>To: jzepeda@correo.cua.uam.mx

Sent: Wed, 16 Sep 2015 17:03:54 -0400

Subject: ICDS 2016 || Invitation for committee membership || April 24 - 28, 2016 - Venice, Italy

Invitation:

We are in the process of re-inviting the program committee members and inviting new members for ICDS 2016, The Tenth International Conference on Digital Society and eGovernments

We would greatly appreciate you accept our invitation to join the ICDS 2016 committee.

ICDS 2016 is scheduled to be April 24 - 28, 2016 - Venice, Italy, under DigitalWorld 2016 umbrella;

see <http://www.iaria.org/conferences2016/ICDS16.html>

We count on program committee members to submit papers (hopefully attend), help reviewing 2-3 papers, recommending new program committee members, suggesting topics improvements, and disseminating the Call for Papers.

Please reply to the invitation to tpc@iaria.org with your most up to date affiliation and a few topics of interest; we would like to post the committee as soon as possible and start distributing the Call for Papers. Make sure to include your topics of interest so as to facilitate the reviewing assignments.

Claus-Peter Rueckemann, Leibniz Universitaet Hannover/ WWU Muenster / North-German Supercomputing Alliance (HLRN), Germany

Pascal Lorenz, University of Haute-Alsace, France

===== details =====

ICDS 2016 Tracks (topics and submission details: see CfP on the site)

eGovernment services in the context of digital society

e-Government strategies; Citizen-Government eModels; Special

applications and services of eGovernment; ePayment, eTax administration; eVoting, eCitizen identity cards; Social e-financial projects; Educating eHealth; Homeland security and public records; eGarbage collection of private records; Metrics for eGovernment projects and services; Benefits of eGovernment; On-line social networking; Financing e-Government; e-Governance; From e-Government to m-Government (mobile-Government); e-Environment

Digital accessibility

Design approaches, techniques, and tools to support Web accessibility; Best practices for evaluation, testing reviews and repair techniques; Accessibility across the entire system lifecycle; Accessibility within e-organizations: good practices and experiences; Industry and research collaboration, learning from practice, and technology transfer; Mobile Internet-Web Accessibility; Developing user interfaces for different devices; Dealing with different interaction modalities; Web authoring guidelines and tools; Accessibility and other core areas related to the Web user experience; (UX): Usability, Findability, Valuability, Credibility, etc.; Innovations in assistive technologies for the Web; Accessible graphic formats and tools for their creation; Adaptive Web accessibility; Accessibility and information architecture; Universally accessible graphical design approaches; User Profiling; Cognitive and behavioral psychology of end user experiences and scenarios

Citizen-centric disruptive and enabling technologies

Wireless and user mobility; Ubiquitous systems; On-line interactions; User-centric services, applications, eLearning; High speed electronics, storage, networking eHealth and nano medicine; Biological informatics and computing

Internet and Web services

IP-based networking and applications; Best effort and QoS/SLA; WWW, Web Services, Semantic Web; eLearning and mobile learning; Service-oriented platforms; Peer-to-Peer Systems and applications; Web-advertising and Web-publishing Multimedia and Webcasting

eCommerce and eBusiness

On-line shopping frameworks; Trust, privacy, security; Internet macro and micro payment systems; On-line banking; Agent-based e-commerce; eBusiness models and costs; eBusiness applications; Infrastructure for e-Commerce; Mobile commerce

Citizen-oriented digital evidence

Processing citizen-oriented electronic evidence (acquisition, preservation, analysis); Multimedia documents (X-rays, radiology, biometrics, and surveillance data); Medical digital forensics; Classic and 3D medical documents; DNA profiling; Genetic and biocomputing; Forensic and data mining; Predictive data modeling; Biological data and privacy; Digital forensics tools

Consumer-oriented devices and services

Mobile TV and IPTV; Consumer-oriented e-commerce; Smart and digital homes; Wearable devices; Smart consumer appliances; Speech enable appliances; Consumer accessibility appliances and services

Intelligent computation

Theories of agency and autonomy; Intelligent techniques, logics, and systems; Evolutionary computation; Autonomic and autonomous systems; Autonomic computing and autonomic networking; Ubiquitous and ambient computing; Computational economics; Protecting and preventing computing; High performance computing; Service-oriented computing; Multi-agent based computing; Cluster computing and performance; Artificial intelligence

Networking and telecommunications

Networking and telecommunications technologies; Wireless, mobility and multimedia systems; Internet and Web Services technologies; Systems performance, security, and high availability; Communications protocols (SIP/H323/MPLS/IP); Specialized networks (GRID/P2P/Overlay/Ad hoc/Sensor); Advanced services (VoIP/IPTV/Video-on-Demand); Advanced paradigms (SOA/WS/on-demand)

eDefense for security and protection

Knowledge for global defense; Security in network, systems, and applications; Trust, privacy, and safeness; Business continuity and availability; Cryptography and algorithms encryption; Rapid Internet attacks and network; Applications and network vulnerabilities

Intrusion Prevention and Detection Systems

Reducing false positives and improving true positives; Automating IPDS responses; Innovative signature writing and processing; Improving IPDS usability; Successful approaches to Anomaly IPDS (Statistical; Fuzzy logic; Bayesian; Neural networks, etc.); Inventive behavioural based IPDS methods; Inventive host based IPDS methods; Improving the performance of IPDS; Multiple sensor IPDS; Tuning IPDS; The business cases supporting IPDS; Network traffic normalization techniques; Cost/Benefit of IPDS; Combining IPDS with other hardware e.g. firewalls, routers etc.; Inventive methods of using IPDS to counter specific attack types (Web attacks; Buffer overflow attacks; Brute force attacks, etc.); Comparisons of different IPDS mechanisms; Combining multiple IPDS approaches

Enforced citizen-centric paradigms

Data-centered information systems; User-centric information systems; Pervasive and ubiquitous systems; Mobile learning and communications; Open and distance education systems

Web Accessibility

Design approaches, techniques, and tools to support Web accessibility; Best practices for evaluation, testing reviews and repair techniques; Accessibility across the entire system lifecycle; Accessibility within e-organizations: good practices and experiences; Industry and research collaboration, learning from practice, and technology transfer; Mobile Internet-Web Accessibility; Developing user interfaces for different devices; Dealing with different interaction modalities; Web authoring guidelines and tools; Accessibility and other core areas related to the Web user experience; (UX): Usability, Findability, Valuability, Credibility, etc.; Innovations in assistive technologies for the Web; Accessible graphic formats and tools for their creation; Adaptive Web accessibility; Accessibility and information architecture; Universally accessible graphical design approaches; User Profiling; Cognitive and behavioral psychology of end user experiences and

scenarios

Computational advertising

Computational linguistics; Linguistic signal processing; Statistical properties of community structures; Semantic contextual advertising; Relevance and click feedback; Searching dense and isolated submarkets; Latent factor models; Semantic relatedness; Personalized ad delivery; Processing over query-dependent functions; Inverse document frequency; Query-biased summarization; Pseudo-relevance feedback; Classification of rare queries; Page ranking

Management and control

Digital telecommunications management; Control and monitoring systems; Measurement and management systems; Human/Machine interface and man-in-the-loop control; Energy and power systems control; Self-monitoring, self-diagnosing, self-management systems

Digital analysis and processing

Digital information processing (Voice/Data/Video); Computer graphics and animation; Virtual reality/3D graphics/Games; Computer modeling/simulation; Graphic/Image/Photo/Hand-writing analysis and processing; Pattern recognition / Computer vision; Natural language processing / robust processing; Speech recognition and processing

Mobile devices and biotechnologies

Robotics/Mobile devices/ Mobile networks; Handheld and wearable computing and devices; Vehicular navigation and control; Nanotechnologies/Systems-on-the-chip/Networks-on-the-chip/ Haptic phenomena; Biotechnologies/Bioinformatics/Biometrics/Biomedical systems; Computational biochemistry; Biological data management

Software and system robustness for digital society

Portals and user-oriented systems; Software as a service; Software specification and design methodologies; Software development and deployment; Programming languages and supporting tools; Patterns/Anti-patterns/Artifacts/Frameworks; Agile/Generic/Agent-oriented programming; Neuronal networks/Fuzzy logic/Temporal logic/ Genetic Algorithms; Reasoning models/Model checking/Modular reasoning/; Program verification/validation/correctness ; Embedded and real-time systems;

Consumer-oriented digital design

Online consumer decision support & advertising; Semiotic engineering of online services; Human factors in computer systems; Personal information management; Consumer trust in digital society; Interaction in smart environments; Mobile consumers and interactive spaces; Hedonic and perceived digital quality; Usability, aesthetics, and accessibility; Multimodal and interactive interfaces; Intelligent user interfaces

Social networking

Social networking technologies (Web 2.0, faceBook, YouTube, Twitter, etc.); Enterprise social networking; General informative webcast; Government information webcast; State-of-the-art for chat, blogs, wikis, etc.; Text-audio-video blogs; Virtual tradeshow; Social profiling; Contextual social network analysis; Personalization for search and for

social interaction; Dynamics, evolution, and trend prediction patterns;
Social interactions; Medical assistance in social networking; Data
protection inside communities; Misbehavior detection in communities;
Pattern presentation for end-users and experts; Evolution of communities
in the Web; Online and offline social networks; Information acquisition
and establishment of social relations

ICT support and applications for eCollaboration

Touch screen voting; Local e-Participation; Portals and eGovernment
websites; eGovernment platforms and benchmarks; Business process
management; Interoperable frameworks (national and cross-countries);
Private-public eCollaboration; Regional and cross-nation competitiveness

Cyberlaws

Digital Divide and Accessibility; e-Democracy and e-Government;
Privacy; e-Anonymity and e-Identity; WEB x.0 Impersonation, e-Harassment
and e-Threats; e-Loss; e-Fraud Prevention; Technical Countermeasures; e-
Law; e-Punishment; e-International relations
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