Call for Papers

15th International Conference

E-SOCIETY 2017

10 - 12 April
Budapest, Hungary

Topics of Interest

- eSociety and Digital Divide
- Social Integration
- Social Bookmarking
- Social Software
- eDemocracy
- Business / eCommerce
- Business Ontologies and Models
- 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 Organizations and Teleworking
- eLearning
- Collaborative Learning
- Curriculum Content Design & Development
- Delivery Systems and Environments
- Educational Systems Design
- e-Citizenship and Inclusion
- eLearning Organizational Issues, Evaluation and Assessment
- Political and Social Aspects
- Virtual Learning Environments and Issues
- Web-Based Learning
- Communities
- New Media and E-Society
- 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”
- Parity and the Digitally Suppressed
- Digital Services in E-Society
- Service Broadcasting
- Political Reporting
- Development of Digital Services
- Freedom of Expression
- e-Journalism
- Open Access
- eGovernment / eGovernance
- Accessibility
- Democracy and the Citizen
- Digital Economics
- Digital Regions
- eAdministration
- eGovernment Management
- eProcurement
- Global Tensions
- National and International Economies
- Social Inclusion
- eHealth
- Data Security Issues
- eHealth Policy and Practice
- eHealthcare Strategies and Provision
- Legal Issues
- Medical Research Ethics
- Patient Privacy and Confidentiality
- Information Systems
- Electronic Data Interchange (EDI)
- Intelligent Agents
- Intelligent Systems
- IS Security Issues
- 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
- Information Management
- 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

Types of Contributions

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