

Types of Contributions

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

Topics of Interest

E-Government / E-Governance

Accessibility / Democracy and the Citizen / Digital Economies / Digital Regions / E-Administration / E-Government Management / E-Procurement E-Voting / Global Trends / National and International Economies / Social Inclusion / E-Municipality / E-Participation / E-Democracy

Technology and Society

Internet of Things (IoT) / Biometrics / Bioinformatics / Smart Cities / Social Computing / Green Computing / Knowledge Society / Semantic Web Web 2.0 / Location-Based Computing / Web Intelligence / Sustainable Technologies / Humanitarian & Emergency / Management / Digital Inclusion Augmented Reality / Wearable Technology / Digital Literacy

New Media and E-Society

Digitization, Heterogeneity and Convergence / Interactivity and Virtuality / Citizenship, Regulation and Heterarchy / Freedom of Expression Innovation, Identity and the Global Village Syndrome / Internet Cultures and new Interpretations of "Space"/ Open Access / Social Media Polity and the Digitally Suppressed / E-Journalism / Social Polity and the Digitally Suppressed / Service Broadcasting / Political Reporting Internet Security / Digital Activism / Citizen Journalism

E-Business / E-Commerce

Business Ontologies and Models / Digital Goods and Services / E-Business Models / Ecommerce Application Fields / Electronic Service Delivery Ecommerce Economics / Ecommerce Services / Digital Marketing / Languages for Describing Goods and Services / Online Auctions and Technologies Virtual Organisations and Teleworking / Digital Wallets / Peer-to- Peer Payments / Enterprise Ontologies / M-Business Models / Usability Consumer Protection / E-Work / B2B, B2C, And C2C Models / E-Payment / E-Recruitment / Mobile Commerce / Business Intelligence / E-Banking Mobile User Interfaces

E-Learning

Collaborative Learning / Curriculum Content Design & Development / Delivery Systems and Environments / Educational Systems Design E-Citizenship and Inclusion / E-Learning Organisational Issues / Political and Social Aspects / Virtual Learning Environments / Workplace Lifelong Learning / Web-based Learning Communities / Corporate E-Learning / Flipped Learning / International Cooperation / Gamification Mobile learning / Employability Challenges / Open Access Education / Learning Analytics / E-Learning Platforms / E-Assessment / MOOCs Blended Learning

Information Systems

Electronic Data Interchange (EDI) / Intelligent Agents / Intelligent Systems / I.S. Security Issues / Mobile Applications / Multimedia Applications Payment Systems / Protocols and Standards / Software Requirements and I.S. Architectures / Storage Issues / Strategies and Tendencies Virtual Reality / System Architectures / Telework Technologies / Ubiquitous Computing / Wireless Communications / IS and SMEs / Web 3.0 Management Information Systems / Decision Support System / Standards and Interoperability

Information Management

Computer-Mediated Communication / Content Development / Cyber law and Intellectual Property / E-Publishing and Digital Libraries

Data Mining / Human Computer Interaction / Information Search and Retrieval / Knowledge Management / Policy Issues / Privacy Issues

Virtual Communities / Social and Organizational Aspects / XML and Other Extensible Languages / Data Analytics / Big Data / Cloud computing

E-Health

Data Security Issues / eHealth Policy and Practice / E-Healthcare Strategies and Provision / Legal Issues / Medical Research Ethics / E-Health 2.0 Patient Privacy and Confidentiality / Second Life for Healthcare Support and Education / Mobile Applications / Age Care & Assisted Living Nursing Informatics / Predictive Analytics / Telemedicine / Serious Games for Health / Online Communities of Practice / Wearable Technology

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