

# 22<sup>ND</sup> INTERNATIONAL CONFERENCE

**PORTO, PORTUGAL**  
**9 - 11 MARCH**

## e-SOCIETY 2024

### 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 / Global Trends / National and International Economies / Social Inclusion / E-Municipality / E-Voting / E-Participation / E-Democracy

■ TECHNOLOGY AND SOCIETY ■ Digital Transformation / 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 / Augmented Reality / Wearable Technology / Digital Inclusion / Digital Literacy

■ 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" / Polity and the Digitally Suppressed / Social Polity and the Digitally Suppressed / E-Journalism / Open Access / Freedom of Expression / Service Broadcasting / Political Reporting / Internet Security / Digital Activism / Social Media / Citizen Journalism

■ E-BUSINESS / E-COMMERCE ■ Business Ontologies and Models / Digital Goods and Services / E-Business Models / Ecommerce Application Fields / Ecommerce Economics / Ecommerce Services / Electronic Service Delivery / 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 / Consumer Protection / Usability / E-Work / B2B, B2C, And C2C Models / E-Recruitment / E-Payment / 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 / Web-based Learning Communities / Lifelong Learning / MOOCs / Workplace/Corporate E-Learning / Flipped Learning / International Cooperation / Employability Challenges / Gamification / Open Access Education / Mobile learning / Learning Analytics / E-Learning Platforms / E-Assessment / 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 / System Architectures / Telemarketing Technologies / Ubiquitous Computing / Virtual Reality / Wireless Communications / Management Information Systems / IS and SMEs / Human Factors in Information Systems / Decision Support System / Standards and Interoperability / Web 3.0

■ INFORMATION MANAGEMENT ■ Computer-Mediated Communication / Content Development / Cyber law and Intellectual Property / Data Mining / E-Publishing 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 / 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 / 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 / E-Health 2.0

■ COVID-19 & DIGITAL TRANSFORMATION ■ (Impacts of COVID-19 on the above broad areas and digital transformation processes occurred)



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ORGANIZED BY:



International Association for Development of the Information Society