

# 19th International Conference

# e-Society

VIRTUAL 3 - 5 March 2021



## 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 / Digital Inclusion  
Humanitarian & Emergency Management / 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 / Ecommerce Economics  
Electronic Service Delivery / 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 / Mobile learning  
International Cooperation / Gamification / 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 / Human Factors in Information Systems  
Decision Support System / Standards and Interoperability

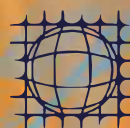
### Information Management

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

Organized by:



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<http://www.esociety-conf.org>