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Call for Papers
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CoPDA 2013:
International Workshop on Culture of Participation in the Digital Age
Empowering End Users to Improve their Quality of Life
http://homes.di.unimi.it/cslab/copda/

In conjunction with IS-EUD 2013 (http://iseud.net)
June 10, 2013 - IT University of Copenhagen, Denmark

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Overview
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Digital Age is defined by the use of technology to support the way people
communicate and interact in their everyday and working lives. Digital age
therefore offers new and exciting opportunities to people, but it also presents
new challenges to researchers and designers. Issues such as utility,
efficiency, productivity, trust and other human values should be considered in
a holistic sense oriented to enhance the 'quality of life' of people.

The goal of this workshop is to promote the study of the new realities provided
by the emerging of digital age. The following questions will be explored
(but no limited to):

Conceptual
- How and how much cultures of participation affect, positively or
  negatively, end users' quality of life?
- What are the strengths and weaknesses of cultures of participation for
  fostering collaborative problem-solving activities?
- What does it mean to do EUD in large community and mass collaboration? (e.g.
  can we accept user generated content, UGC, as a form of EUD or is it
  simply use in CP terminology)
- What about creating a building or interactive event in Second Life, would
  that be an instance of meta-design or EUD?

Methodological
- What are the methods to employ to study the activities of cultures of
  participation?
- How to support different levels of participation (e.g. interested
  outsiders, collaborators, partial contributors, full contributors,
  meta-designers, etc.)?
- How to assess individual contributions in terms of contributing to a common
  goal?
- How to assess the quality of a contribution? Is it possible or of
  interest to distinguish 'good' and 'bad'? Moreover, are there really 'bad'
  contributions?
- How to design for massive EUD, e.g. a type of meta design?
- How to provide zones of end-user development (ZEUD) in socio-technical
  systems, like hooks and open points in the run-time environments of these
  systems so that end-user developers can create personally motivated
  extensions to these systems?

Technological
- How EUD tools can support cultures of participation?
- What types of interactive environments can stimulate participation?
- What kind of technological platforms could support large community and
  mass collaboration EUD?

KEYWORDS:
cultures of participation, digital living, end-user development,
socio-technical systems, meta-design

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Submissions
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Perspective participants are invited to submit an abstract of maximum 100 words
long and a paper of 1000-2000 words long with TimesRoman 12pt format.
Authors can submit and update submissions through the EasyChair system until
March 14, 2013.

All submitted papers will be blindly peer-reviewed by at least two members of the program committee.
The most interesting proposals will be invited to submit full papers to a special issue of the IxD&A Journal (http://www.mifav.uniroma2.it/inevent/events/idea2010/index.php).

Further information will be provided to the authors of the selected papers during the workshop.

Important dates

Paper Submission Deadline: March 14, 2013
Notification to Authors: March 21, 2013
Registration: [according to IS-EUD 2013 registration policy]
Workshop date: June 10, 2013

Organizing Committee

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