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Special Issue on

"Culture of Participation in the Digital Age Empowering End Users to Improve their Quality of Life"

to be published at the Interaction Design and Architecture(s) Journal (IXD&A) (ISSN 1826-9745)

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Important dates:

*** Deadline: 25 July ***

Other important dates:

- Notification to the authors: 26 August, 2013
- Deadline for submission of the final camera ready version of accepted papers: 20 September 2013
- Publication of the special issue: October/November 2013

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Overview

This special issue of the IXD&A journal intends to expand the results of the workshop CoPDA 2013 (<http://homes.di.unimi.it/cslab/copda>). 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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Submission procedure

The manuscripts should be submitted either in .doc or in .rtf format.

All papers will be blindly peer-reviewed by two reviewers. The call for paper is open to everybody, although a section of the special issue will be reserved to extended versions of few selected papers presented at the CoPDA 2013 workshop (<http://homes.di.unimi.it/cslab/copda>)

Perspective participants are invited to submit a 8-14 pages paper (including authors' information, abstract, all tables, figures, references, etc.). The paper should be written according to the IxD&A authors' guidelines -> <http://www.mifav.uniroma2.it/inevent/events/idea2010/index.php> ->

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Authors' guidelines

Link to the paper submission page:
<http://www.mifav.uniroma2.it/idea2010/login.php>
 (when submitting the paper please choose as first Domain Subject: "IxD&A special issue: 'Culture of Participation in the Digital Age').
 More information on the submission procedure and on the characteristics of the paper format can be found on the website of IxD&A Journal the where information on the copyright policy and responsibility of authors are published.

For scientific advices and for any query please contact the guest-editors:

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