

CoPDA 2014 – Call for Papers

2nd International Workshop on Cultures of Participation in the Digital Age

Social Computing for Working, Learning and Living

<http://homes.di.unimi.it/cslab/copda2014/>

May 27, 2014 - Como, Italy

In conjunction with AVI 2014 (<http://hoc12.elet.polimi.it/avi2014/>)

Overview

Digital age requires end-user development and new design environments which are key components of Cultures of participation. Cultures of participation are oriented towards providing end users with the means to actively participate in problems that are personally meaningful to them. An overall aim is to apply collective knowledge to address major problems that our societies are facing today. Although cultures of participation are not a novelty at this point, their maturity is still far away. On the one hand, there exist relevant problem-solving activities in which cultures of participation have been barely supported; on the other hand, in those domains in which cultures of participation are a reality, e.g. OSS development or Wiki-based environments, it is possible to identify a set of weaknesses, such as accumulation of irrelevant information, lack of coherent voices, or under/over consideration of some aspects of the problem (as an example, usability aspects in free software) to be solved, that hampers the achievement of suitable solutions. Therefore, a fundamental challenge for supporting cultures of participation should be to conceptualize and create socio-technical environments that not only support participation but also promise quality solutions and valuable contributions oriented to achieve common goals.

The rapid development of the Internet, mobile computing, as well as the capabilities for global and unique identification of objects, makes it possible to sense, identify, locate, and connect people, machines, devices, equipment and other resources.

COPDA workshop aims to gather people to address work-in-progress and to study new capabilities for bringing forth emerging concepts such as the Internet of Things (IoT), the Web of Things (WoT), and Learning Communities (LC), whereby distributed collaboration and learning can take place from anywhere and anytime. The purpose of the workshop is to explore how to integrate things, information systems and mainly people (through their participation) for supporting cultures of participation in different domains (working, learning, and living).

Topics

Topics included are (but not limited to):

- Cultures of participation theory, concepts, methods and techniques, and their practical applications;
- Cultures of participation motivated approaches to information systems;
- Tools supporting cultures of participation;

- Pragmatic web and context-aware approaches and applications;
- Levels of end-users participation (e.g. consumers, contributors, collaborators, conductors, etc.) in designing interactive systems;
- Techniques and methods supporting activities of cultures of participation;
- Methodologies for information systems and social participation design and implementation;
- Web of Things, People and Information Systems: theory, methods, and techniques for design and applications;
- Semantic and Semiotic engineering in web of things, people and information systems;
- Human-things interaction models and paradigms;
- Impacts of Cultures of participation on business, organizations, health, and education
- Socio-technical environment for the integration of Web of Things and traditional information systems;
- Cultures of participation for fostering collaborative problem-solving activities;
- Cooperative aspects in cultures of participation;
- Empirical studies of people interacting in Cultures of participation (e.g. working, learning and living);
- Models and methodologies fostering collective intelligence and citizen

Keywords

Cultures of participation, End-User Development, Internet of Things, Socio-technical systems, Eco-systems, Collaborative work, Meta-design, Collective intelligence, Citizen science, CSCW.

Submissions

Perspective participants are invited to submit a position paper up to two pages long in ACM SIGCHI format: <http://www.acm.org/sigs/publications/proceedings-templates>

The papers can be submitted at: <https://www.easychair.org/conferences/?conf=copda2014>

All papers will be peer-reviewed by at least two members of the Program Committee.

At most 2 best papers will be nominated for inclusion in the ACM proceedings of the AVI conference.

Important dates

Position paper submission deadline: March 17, 2014 (Extended!)

Notification to Authors: March 24, 2014

Early Registration: April 10, 2014

Camera ready (for the best papers): April 10, 2014

Organizing Committee

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For any questions please contact the **Scientific Secretariat**

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