



Information System Frontiers (ISF), Springer (SCI-E)

<http://www.som.buffalo.edu/isinterface/ISFrontiers/>

<http://www.springer.com/journal/10796/>

Special Issue on Emerging Social and Legal Aspects of Information Systems with Web 2.0

<http://www.cse.cuhk.edu.hk/~kwchiu/isf2009.htm>

Preliminary Call for Papers

The age of information and communication has revolutionized the way companies do business, especially in providing competitive and innovative services. Wireless technologies, peer-to-peer networks and grid computing enable ubiquitous access to services and information systems with scalability. This results in the removal of barriers of market expansion and new business opportunities as well as threats. In this new global and ubiquitous environment, it is of increasing importance to consider legal and social aspects in business services and information systems that will provide some level of certainty. In recent years, we have also witnessed a rapid proliferation of social computing Web sites and content. Social networking sites collect data about members and then store this information as user profiles. The data, or profiles, can then be shared among the members of the site. The goal of connecting people and social interactions is prompting the next wave of technologies supporting rapid development of these interpersonal interactions, which is called Web 2.0. Web 2.0 is connecting more and more people, while amplifying their power of working together. Web 2.0 supports information sharing through communities and combines diverse sets of services from multiple sources which results in a novel personalized presentations of data.

Web 2.0 was formally proposed in a conference brainstorming session between O'Reilly and MediaLive International in 2004, though the concept had been around for a number of years before that. According to Tim O'Reilly's definition, Web 2.0 is the network platform spanning all connected devices. Successful Web 2.0 applications will be those that make the most of advantages of that platform: delivering software as a continually-updated service that benefits from more people using it, consuming and remixing data from multiple sources, while providing their own data and service in a form that allows remixing by others, creating network effects through an "architecture of participation," and going beyond the static page content of Web 1.0 to deliver rich user experiences. As a result of the emergence of Web 2.0, more non-professional programmers and end users are able to create simple applications through scripting languages and build composite documents.

Not only have new technologies like Asynchronous JavaScript and XML (AJAX), Rich Internet applications (RIA), and Mashup been introduced, there is a broad spectrum of vertical domains where legal and social issues influence the design and deployment of business services and information systems with Web 2.0. Examples include Web personalization and protection of user privacy in service provision, intellectual property rights protection when designing and implementing virtual works and multiplayer digital games, copyright protection in collaborative environments, automation of contracting and contract monitoring on the Web, protection of privacy in location-based computing, etc.

Topic Scope

The purpose of this special issue is to bring together researchers, engineers, policy makers, and practitioners working at the state of the art on information as well as related fields such as legal domain, social sciences, and

marketing. This special issue will also outline the major challenges and future perspectives on incorporating social and legal aspects at the design, deployment, evaluation, and adoption of information systems under emerging business services and information systems with Web 2.0, such as, but not limited to:

- Principles, theories, and challenges of emerging social and legal aspects in collaborative environments
- Strategies, modeling, requirements engineering, and ontology of social and legal aspects
- Architectures, implementations, deployment, and adoption consideration of social and legal aspects in Web 2.0
- Social computing and lifestyle computing
- File / information / software / knowledge sharing networks and user behavior
- Emerging market structures and business models
- Collaborative commerce and electronic contracting
- Service marketing, personalization, and customer relationship management
- Trust, security, privacy, and intellectual property rights in collaborative environments and social networks
- Cyber threats, emerging risks, systemic concerns, and emergency preparedness
- Cyber governance, policy, and democracy
- Privacy issues in Grid computing, and wireless sensor networks

Tentative Schedule

- June 8-13, 2008: SLAECE Workshop
- Deadline for submission: November 15, 2008.
- Initial Screening notification: November 22, 2008.
- Notification of acceptance: Dec 15, 2009.
- Deadline for revised paper: Jan 19, 2009.
- Publication: 2009

Submission Instructions

Manuscripts must be submitted electronically in Microsoft Word or PDF format (submission website to be announced). Manuscripts should be within 25 pages long, double space, including references. The submission website will be announced shortly.

All other manuscripts must not have been previously published or currently submitted for journal publication elsewhere. All submissions will be peer reviewed.

More information for manuscript style can be found at Springer's website:

- <http://www.springer.com/sgw/cda/frontpage/0,11855,4-170-70-35673075-0,00.html>

Guest Editors

Dr. Dickson K. W. Chiu (Primary Contact)

Dickson Computer Systems, Hong Kong
email: dicksonchiu@ieee.org

Dr. Eleanna Kafeza

Department of Marketing & Communications,
Athens University of Economics & Business, Greece
email: kafeza@aueb.gr

Dr. Patrick C. K. Hung

Faculty of Business and Information Technology,
University of Ontario Institute of Technology, Canada
email: patrick.hung@uoit.ca

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