HCI International 2013
15th International Conference
on Human-Computer Interaction
21-26 July 2013, Las Vegas, NV, USA
The Mirage Hotel
www.hcii2013.org

Call for Participation
for an affiliated conference
in the context of HCI International 2013

OCSC 2013

Fifth International Conference on Online Communities and Social Computing
Chairs: A. Ant Ozok, USA and
**   Panayiotis Zaphiris, Cyprus**

The conference objective is to provide an international forum for the dissemination and exchange of scientific information on theoretical, generic, and applied issues of Online communities and Social computing. Social activity is a fundamental aspect of human life. The development of Internet technologies in recent years has radically altered the landscape for human and social interaction. Web applications proliferate which offer rich, interactive user experiences and facilitate community-based knowledge sharing and collaboration. Online communities and Social computing lie at the intersection of social behavior and computing systems, focusing on the use of technology to create social conventions and contexts. The conference solicits papers reporting results, covering a broad range of research and development activities on a variety of related topics.

The HCII 2013 Conference Proceedings will be published by **Springer** in a multi-volume set. Papers will appear in volumes of the LNCS and LNAI series. Extended Poster abstracts will be published in the CCIS series. All volumes will be available on–line through the SpringerLink Digital Library, readily accessible by all subscribing libraries around the world, and will be indexed by a number of services including EI and ISI CPCI-S.

Areas of interest of the OCSC 2013 Conference include, but are not limited to those listed here:

- 3D virtual worlds
- Communities of interest
- Communities of practice
- Communities for Teens and Preteens
- Communities for the elderly
- Community Aspects of Electronic Commerce
- Community-centred Design and Evaluation Methodologies
- Community Engagement
- Communityware
- Computer Mediated Communication
- Computer Supported Collaborative Learning
- Cross–cultural communities
- Cultural, ethnic and spiritual communities
- Empathic online communities
- E-participation and e-democracy
- E-research with Communities
- Friends and family groups
- Gaming communities
- Healthcare communities
- Infrastructure and policy for social computing
- Large scale conversations
- Marketplace communities
- Mobile communities
- Online and offline articulation
- Online political engagement
- Online social identity and presence
- Online social networking
- Smart Community Services
- Social media
- Social modelling
- Social network analysis
- Social presence
- Theory and design practice
- Universal access and usability
- Visualizing social interaction
- Weblog communities