

IADIS International Conference

March 25-26, Lisbon - Portugal



Web Based Communities 2004

Types of Contributions

Full Papers
Short Papers
Posters / Demonstrations
Tutorials
Panels
Invited Talks
Doctoral Consortium
Corporate Showcases

Important Dates

Submission Deadline:
7 October 2003

Notification to Authors:
9 December 2003

Final Camera-Ready Submission
and Early Registration:
Until 19 December 2003

Late Registration:
After 19 December 2003

Subject indications (but not limited to):

The history, architecture and future of virtual communities

1. From mobility to connectivity
2. Identity and augmented ideologies
3. Visionary web architectures, implanted computers
4. Network revolutions, post-colonial and post-modern societies
5. Escaping from reality, virtual reality and multi-user games
6. Towards alternative ways of presence

Cyborgs, teleworking, telemedicine, art games and learning communities

1. Fading hierarchies and epistemic dictatorship
2. Distributed cognition, the electronic cortex and constructivism
3. Community directories
4. Mechanic world, organic computer
5. Agents and the vectorized self
6. Beyond metaphors: imagining and representation
7. Communizing as a marketing approach

Group processes and self-organization

1. Tele-democracy, morality, netiquette
2. Social networks, tribal- and open communities, peace education
3. Computer mediated-, hyper- and narrative communication, woven stories
4. MUDs, MOOs and avatars
5. Hosting web-based communities
6. Nationalities, ethnicities and gender effects

Expanding markets through virtual communities

1. The WWW as digital market place
2. The enterprise as a learning community
3. The learning as a road map for business
4. Universities as online communities
5. Business-to-business communication in profit- and non profit sectors

Virtual communities for people with special needs

1. Access to public spaces
2. Accessibility and long-term disabilities
3. Virtual communities in health care