

CALL FOR PARTICIPATION

Social Interaction Theme



SCOPE

Conference Theme: Mitigating Paradox at the eSociety Tipping Point

The Institute for Computer Sciences, Social-Informatics and Telecommunications (ICST) IT Revolutions 2008 conference invites scholars, researchers, government officials, and industry leaders to participate by submitting position papers expressing your vision. Papers should address strategic directions in eHealth by outlining the major issues and identifying the gaps between the traditional and new ways thus ensuring a smooth transition towards an information and communications technology (ICT) driven future.

Today technology is getting ahead of society - the old ways, although still dominant, are becoming more and more dysfunctional and we are experiencing an "Age of Paradox" as the new ways disrupt how we used to do things and the traditional way we used to view the world. Just as the major inventions that shaped past Century were made by 1920 – it is expected that the major innovations that will shape the 21st Century are going to be made by 2020.

The IT Revolutions conference is clustered around major themes each championed by a prominent theme leader. Authors of accepted papers will meet in Venice to participate in theme workshops being held as part of the conference. Each workshop will:

- Evaluate where we are on the path to turnover.
- Exploring the core elements needed to encourage sustainable change Ensure a smooth transition.
- Point to the Future by underlining the factors enabling the IT revolution to redesign the world economy and society.

Social Interaction Theme - Areas of Interest

In the next few years pervasive, adaptive and virtual reality technologies will provide incredibly realistic simulations of the real. At the same time concerns about terrorism, global warming and population growth will make travel and other real experiences more dangerous and expensive. As a result people's experiences of places and other people, of history and culture will be increasingly mediated by technologies. In this theme position papers will be presented to stimulate discussion of the benefits and dangers that arise as we replace the real with simulated experiences. In particular we look at the issues of:

- social interaction mediated by technologies
- how to achieve a real sense of presence for physically distant people interacting with each other
- the social and psychological impact of interacting with virtual characters
- people developing deep relationships with, or fear of, virtual presences
- the impact of pervasive and adaptive technologies on the sense of the real
- trust and pervasive, adaptive and presence technologies
- interacting with simulations, or being immersed in simulated worlds
- other topics related to social interaction in the world of pervasive, adaptive and presence technologies.

SUBMISSION INSTRUCTIONS

Paper Format, Submission and Publication

Position papers can range from 2-8 pages.

See the ICST IT Revolutions Web site <http://www.itrevolutions.org> for details on format, submission and publication.

SOCIAL INTERACTION THEME ORGANIZING COMMITTEE

THEME CHAIR

Professor David Benyon, Director of the Centre for Interaction Design, Napier University, Edinburgh

TECHNICAL PROGRAM REVIEW COMMITTEE

Professor Ben Paechter, Dr. Emma Hart, Dr. Michael Smyth, Tom McEwan (Napier University, Edinburgh)

IMPORTANT DATES

Paper Submission Deadline: 30th September, 2008

Notification of Acceptance: 31st October, 2008

Conference: 17th –19th December, 2008 (Social Interaction Workshop: 18th December)

TECHNICAL INQUIRIES

should be sent to the Theme Chair, **Professor David Benyon**: d.benyon@napier.ac.uk