

Preliminary Call for Papers and Participation

The 2015 International Conference on Collaboration Technologies and Systems (CTS 2015)

June 01-05, 2015

**The Westin Atlanta Airport Hotel
Atlanta, Georgia, USA**

**In Cooperation with ACM, IEEE, and IFIP
(Pending)**

(Extended Paper Submission Deadline: February 09, 2015)

<http://cts2015.cisedu.info/> or <http://cisedu.us/rp/cts15>

INVITATION:

You are cordially invited to participate in and attend the International Conference on Collaboration Technologies and Systems to be held June 01-05, 2015 in Atlanta, Georgia, USA. Participation is extended to researchers, designers, educators and interested parties in all CTS disciplines and specialties.

PURPOSE:

The Conference will include invited presentations by experts from academia, industry, and government as well as contributed paper presentations describing original work on the current state of research in collaboration technologies, collaboration systems, the Internet of things, people social networks and media, virtual worlds, services computing, social clouds, and related issues. There will also be tutorial sessions, symposia, workshops, special sessions, demos, panels and forums, posters, doctoral dissertation colloquium, and exhibits. Conference sponsorships are welcomed.

SCOPE:

During the conference, attendees will see and interact with a broad spectrum of methodologies and technologies that relate to cooperation, coordination, communication, and collaboration at both the client and backend (cloud) levels. This year's conference targets a wide array of papers, posters, workshops, panels, demonstrations, exhibits, presentations, and tutorials addressing a broad range of topics including sensors, people, clouds, social networks and analysis, language and culture, multimedia and visualization, collaborative robots and human-robot interaction, autonomous connected vehicles, e-learning, e-business, e-health, emergency response, knowledge management, decision making and support, global collaboration grids, P2P, multi-agent systems, collective intelligence, crowd sourcing, trust and cyber security, mobile clients and wireless interactions, Web 2.0 collaboration technologies, virtual environments, ubiquitous collaboration, wearable gadgets and tools, social innovation, user interfaces and related human and socio-technical collaboration issues.

Topics include (but are not limited to):

Collaboration Systems Infrastructure, Tools and Technologies

- Frameworks and Methodologies for Collaboration
- Collaboration Enabling Technologies
- Information Infrastructure for Collaboration
- Tangible User Interfaces for Collaboration
- Intelligent & Autonomous Agents in Collaboration
- Cluster-based Collaborative & Distributed Systems
- Collaboration and Cloud Computing
- Collaborative Enterprise Security & Access Control
- Role-based, Privacy and IP Policies and Algorithms
- Mobile and Wireless Collaboration Systems
- Socio-Technical Information Spaces
- Distributed Collaborative Trusted Sensor Systems
- Soft Computing Solutions for Collaboration Systems
- Information Exchange and Fusion in CE
- Executable Models of Architectures
- Architectures and Design of Collaboration Systems
- Enterprise and CE Heterogeneity / Interoperability
- Platforms for Collaboration
- Tabletop, Surface, and Multi-touch Interaction
- Multi Agent Systems in Collaboration
- Grid-based Collaboration Environments
- Service Oriented Architectures for Collaboration
- Trusted and Reputation-based Collaboration
- Management of Metadata for Collaboration
- Web Infrastructure for Collaborative Applications
- Electronic Artifacts and Notebooks
- Data Mining & Warehousing for Collaboration Technologies
- Requirements Engineering in CE
- Modeling and Simulation of Collaboration

Human Systems and Collaboration

- Coordination and Cooperation Mechanisms
- Group Characteristics and Social Factors in CE
- Cultural Aspects & Human Factors in Collaboration
- Human-machine Collaborative Interaction
- Social Multimedia and Networks
- Awareness in Collaboration Systems
- Collaborative Human-Centered Systems
- Cognitive and Psychological Issues in Collaboration
- Affective, Emotive & Conative Aspects of Collaboration
- Interfaces for Collaborative Work
- Social Software Based Collaboration
- Visualization of Collaborative Processes & Applications

Collaboration Work and Processes

- Work and Collaborative Virtual Worlds
- Collaborative Conflict Management
- Virtual and Remote Project Coordination
- Distributed Team Management and Issues
- Workflows in Collaborative Operations & Systems
- Collective Intelligence and Crowdsourcing
- Empirical Investigations
- Coordination, Cooperation and Collaboration
- Ontologies and Ethnographic Approaches
- Distributed Shared Design and Development
- Designing Collaborative & Virtual Organizations
- Contextual and Situation-based Collaboration
- Work across boundaries: Disciplines, Spatial, Temporal, Social

Collaboration Applications, Domains, and Emerging Trends and Technologies

- Social Media Applications
- Collaborative Knowledge Management
- Collaborative Prototyping Environments
- Collaborative Machines and Robots
- Wearable Computing for Collaboration
- Web- and Internet-enabled Collaboration
- Gaming Applications and Game Engines
- e-, Distance-, and Collaborative- Learning
- Collaborative Applications in Financial Systems
- Collaboration in Education and Sciences
- Distributed Systems Engineering Environments
- Collaborative and Virtual Simulation Environments
- Collaborative Simulation for Distributed Mission Training
- Shared Virtual Reality and Applications
- Collaborative Decision Making and Support
- Collaboration Technologies in Industry and Businesses
- Collaborative Autonomous Systems & Vehicles
- Collaborative (Global) Software Development
- Collaboration and Shared Planning and Logistics
- Sustainability, Energy-aware HCI and Collaboration
- e-Business, e-Commerce, e-Gov and Collaboration
- Collaboration M&S for Exercise Support and Gaming
- Tele- and Collaborative Medicine and Healthcare
- Collaboration in Emergency and Disaster Response
- Collaborative Open Innovation
- Collaborative Environments for Simulation Based Acquisition

SUBMISSION OF PAPERS:

Papers reporting original and unpublished research results on above and any other related CTS topics are solicited. Manuscripts submitted should not be under simultaneous consideration by any other conference or

venues. Submission should include a completed online web based form (or a cover page) with authors' names, affiliations, addresses, fax and phone numbers, and email addresses of all authors. Please indicate clearly the corresponding author(s), although all authors are equally responsible for the paper and its content. Include up to 6 keywords from the above list and an abstract of no more than 400 words. Please submit an electronic copy of your full draft manuscript, not to exceed **8 pages** in the IEEE format (single-spaced, double-column, including figures, tables, and references) posted on the CTS 2015 web site using the conference web site submission (Upload) link at <http://cts2015.cis.edu/info/>. Additional pages will be charged an additional fee. If accepted, the final camera-ready manuscript will follow the format posted, which will be made available to all authors.

Electronic submissions to main Conference track will be accepted only in **PDF format**, uploaded to the web site above. Consistent with standard practice, each submitted paper will receive a minimum of three reviews. Papers will be selected based on their originality, timeliness, significance, relevance, and clarity of presentation and language. Initial selection will be based on full papers. Submission implies the firm willingness and availability of at least one of the authors to register and present the paper, if accepted. No withdrawal after the acceptance decision is permitted unless there is reasonable cause as determined by the conference organizers. All accepted papers in the Conference are required to be presented and will be included in the conference proceedings. It is our intent to have the proceedings formally published and be available at the time of the conference.

For information or questions about Conference's paper submission, please contact the organizers.

IMPORTANT DATES:

Extended Paper Submission Deadline -----	February 09, 2015
Notification of Acceptance -----	March 05, 2015
Registration & Camera-Ready Manuscripts Due -----	March 23, 2015
Conference Dates -----	June 01 – 05, 2015

TRACKS, SYMPOSIA, WORKSHOPS AND SPECIAL SESSIONS:

Tracks, Symposia, Workshops and Special Sessions on CTS related topics are welcomed. A track/symposium/workshop/special session proposal should include a title, topics covered, organizers full contact information and affiliation, submission instructions, review process, important dates, total number of expected accepted papers, track program committee, and any other information for the authors. It is required that the organizer will attend and chair the track/symposium/workshop/special session organized. Proposals for tracks, symposia, workshops and special sessions should be submitted by **October 02, 2014** as a Word file email attachment. Please refer to Tracks, Symposia, Workshops and Special Sessions page for more information. If you have any questions, please contact the Tracks, Symposia, Workshops and Special Sessions Co-Chairs.

TUTORIALS:

The conference will offer tutorials (typically 2 to 4 hours) on the state-of-the-art topics in CTS. Each tutorial proposal should provide a title, topics to be covered, targeted audience, prerequisites, and a brief biography and qualifications of the instructor(s). All proposals should be submitted to Tutorials Chairs by **February 10, 2015**. Please refer to the Tutorials page for more information. If you have any questions, please contact the Tutorials Co-Chairs.

PANELS AND FORUMS:

Panel sessions and forums will examine innovative, promising, or controversial CTS issues and trends today. They will also address CTS challenges and future prospects. Audience participation will be welcomed. See Panels page for more information. Proposals are welcomed and should be submitted by **February 10, 2015**. If you have ideas or questions concerning Conference's panels and forums, please contact the Panels Co-Chairs.

DEMONSTRATIONS:

Demos and experiential showcases of interactive collaborative environments and tools are highly encouraged. These may include any of the themes outlined in the Conference's topics. See Demos page for further information. Proposals for demos are welcomed and should be submitted by **February 10, 2015**. If you have any questions, please contact the Demos Co-Chairs.

DOCTORAL DISSERTATION COLLOQUIUM:

The CTS Doctoral Dissertation Colloquium is intended to bring together PhD students working on CTS related topics, to provide them a friendly forum and an opportunity to present, discuss and illustrate their ongoing research in a constructively critical and informal atmosphere, to obtain valuable feedback from conference attendees, particularly senior researchers and experts in the field. Doctoral students who have not defended their thesis before CTS 2015 are invited to participate in the CTS Doctoral Dissertation Colloquium. Students at various stages of their PhD program are encouraged to submit their work, either as full papers or as extended abstracts. Students presenting their work at CTS 2015 may apply for Student Travel Grant as posted on the CTS 2015 web site. Refer to the DDC page for more information. Proposals for DDC are welcomed and should be submitted by **February 09, 2015**. If you have any questions, please contact the DDC Co-Chairs.

POSTERS:

Posters addressing preliminary results, innovative ideas, work in progress, late-breaking results, collaboration tools, platforms and products, and other work not suitable for a formal paper and best presented in an interactive setting are solicited. Posters will be held in a special session where presenters will demonstrate their work directly to Conference attendees, and will remain in place during the remainder of the Conference. See Posters page for more information. Proposals for posters are welcomed and should be submitted by **February 09, 2015**. If you have any questions, please contact the Posters Co-Chairs.

EXHIBITS:

Exhibit booths will be available to display your newest products and technologies. Make plans now to take advantage of this prime advertising opportunity. Proposals are welcomed and should be submitted by **February 10, 2015**. Please refer to the Exhibits page for more information. If you have any questions, please contact the Exhibits Co-Chairs.

SPONSORSHIP AND INDUSTRY LIAISONS:

The CTS 2015 Conference seeks interested Industry Partners who would be willing to sponsor conference events or social activities (e.g., speaker sponsorship, student attendance, registration handout packets, exhibit reception, special break snacks, etc.). If an industry representative is interested in becoming a CTS 2015 Industry Partner or would like to propose an event or activity at the conference, please contact the Industry Liaisons & Sponsorships Co-Chairs. Please refer to the Sponsorships page for more information.

For information or questions about Conference's paper submission, tutorials, posters, workshops, special sessions, exhibits, demos, panels and forums organization, doctoral dissertation colloquium, and any other information about the conference location, registration, paper formatting, etc., please consult the Conference web site at URLs: <http://cts2015.cisedu.info/> or <http://cisedu.us/rp/cts15>, or contact one of the Conference's organizers or General Co-Chairs.