



IEEE International Conference on Social Computing (SocialCom-09) Social Intelligence in Applied Gaming Workshop

August 29-31, 2009
Vancouver, British Columbia

CALL FOR PAPERS

Introduction

Papers are being solicited for a one-day workshop on "Social Intelligence in Applied Gaming," to be conducted in conjunction with the 2009 IEEE International Conference on Social Computing (SocialCom-09). SocialCom-09 will be held in Vancouver, British Columbia Canada, August 29-31. The workshop session will comprise a full-day workshop within the conference program, focusing on the use of games and game-like interfaces as a means of accessing social intelligence for anticipatory reasoning, decision making, and problem analysis.

The workshop goals are (1) to bring together researchers who are exploring the use of so-called "serious gaming" paradigms, decision markets, and other game-like methods to gather social intelligence; (2) to help identify key research questions posed by these applications; and (3) to conduct this workshop in an environment which provides opportunities for cross-fertilization with other researchers who share a strong focus on social intelligence and social computing.

Scope and Interests

While relevant papers dealing with all aspects of applied ("serious") gaming and social intelligence are welcome, we are especially encouraging papers which address one or more of the following topics:

- How critical is engagement with the game to its utility in accessing social intelligence?
- How can innovation and serendipitous discovery be designed into analytical gaming environments?
- What is the role of in-game and out-of-game communication among players?
- How should the effectiveness of analytical gaming be measured? What are the metrics?
- What is the role of knowledge management in analytical gaming?
- How can gaming analytics (analyzing gaming result either as the game is ongoing or as a post-mortem exercise) be used to derive meta-knowledge about problem solving approaches, group dynamics, etc?

Important Dates

2-Page Abstracts Due: May 11, 2009

Authors Notification: May 22, 2009

Final Manuscript Due: June 10, 2009

Additional Information

Please see our website for additional information: https://predictiveanalytics.pnl.gov/ieee_conference/

Proceedings of the workshop will be published by IEEE CS Press.

Workshop Organizers

Inquiries about the Social Gaming workshop, should be directed to the workshop organizers (below). All other inquiries should be directed to the SocialCom-09 Organizing Committee.

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