



COLLABORATECOM 2010

The 6th International Conference on Collaborative Computing: Networking, Applications and Worksharing

Sponsored by IEEE Computer Society, Create-Net and the Institute for Computer Sciences,
Social Informatics and Telecommunications Engineering

Chicago, IL, USA, Oct 9-12, 2010

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TIMELINE

March 1, 2010
Workshop proposals due

April 15, 2010
Tutorial proposals due

July 8, 2010
Paper submission deadline

July 1, 2010
Posters and panel proposals
deadline

August 18, 2010
Notification of acceptance

August 30, 2010
Camera ready versions Due

Over the last two decades, many organizations and individuals have relied on electronic collaboration between distributed teams of humans, computer applications, and/or autonomous robots to achieve higher productivity and produce joint products that would have been impossible to develop without the contributions of multiple collaborators. Technology has evolved from standalone tools, to open systems supporting collaboration in multi-organizational settings, and from general purpose tools to specialized collaboration grids. Future collaboration solutions that fully realize the promises of electronic collaboration require advancements in networking, technology and systems, user interfaces and interaction paradigms, and interoperability with application-specific components and tools.

- Best Paper Award
- Student Travel Support
- Inclusion in IEEE Xplore

The Sixth International Conference on Collaborative Computing (CollaborateCom 2010) will continue to serve as a premier international forum for discussion among academic and industrial researchers, practitioners, and students interested in collaborative networking, technology and systems, and applications.

TOPICS OF INTEREST INCLUDE, BUT ARE NOT LIMITED TO:

- Architectures, protocols, and enabling technologies for collaborative computing networks and systems
- Autonomic computing and quality of services in collaborative networks, systems, and applications
- Collaboration in pervasive and **cloud computing** environments
- Collaborative e-education, e-learning, and collaborative computing in large scale digital libraries
- Collaborative mobile networks and infrastructures
- Collaborative technologies for fast creation and deployment of new mobile services
- Collaborative, location-aware mobile systems/applications
- Collaboration techniques in data-intensive computing and cloud computing
- Collaborative sensor networks, unmanned air and ground vehicle networks & applications
- Collaborative, context-aware infrastructure
- Collaborative social networks & web-based collaboration
- Computer supported collaborative work with distributed systems
- Distributed collaborative workflows
- Data management and middleware support for collaborative information systems
- Energy management for collaborative networks
- Group-driven composition of systems from components
- Human/robot collaboration
- Human-centric ubiquitous collaboration
- Methodologies and tools for design and analysis of collaborative user applications
- Models & mechanisms for real-time collaboration
- Multi-agent technology and software technologies for collaborative networking and applications
- Peer-to-peer and overlay networks, systems, & applications
- P2P platforms for supporting collaboration
- Security, privacy and trust management in collaborative networks, systems, and applications
- Simulation, performance evaluation, experiments, and case studies of collaborative networks and applications
- Software design, testing, and experimentation technology for collaborative networking and applications
- Theoretical aspects of distributed collaboration
- Theoretical foundations and algorithms for collaborative networks, applications, and worksharing
- Tools for collaborative decision making processes
- Trustworthy collaborative business processing in virtual organizations
- Visualization techniques, interaction devices and visual languages for collaborative networks and applications
- Web services technologies and service-oriented architectures for collaborative networking and applications
- Workflow management for collaborative networks/systems

PAPERS: We invite original research papers that have not been previously published and are not currently under review for publication elsewhere. Contributions addressing all areas related to collaborative networking, technology and systems, and applications are solicited. The submitted manuscript should closely reflect the final paper as it will appear in the Proceedings. Submitted papers should be 10 pages in two-column IEEE proceeding format.

POSTERS: The conference will include a poster session that highlights recent and on-going research, experiments, and provocative ideas that have not been published elsewhere. Poster submissions will be reviewed and one page summaries of accepted posters will appear in the conference proceedings.

WORKSHOPS: Proposals for half-day or full day workshops that focus on CollaborateCom10 related themes are solicited. Workshop proposals should be at most five pages, including a biographical sketch of each instructor, and submitted to the Workshop Chairs. Proposals will be evaluated based on the expertise and experience of the organizers and the relevance and importance of the subject matter. Please refer to call for workshop proposals for details.

PANELS: Proposals for panel discussions that focus on future visions for collaborative networking, applications, and worksharing are preferred. Potential panel organizers should submit a panel proposal of at most five pages, including biographical sketches of the proposed panellists to the Panel Chairs.

TUTORIALS: Proposals for full and half-day tutorials are solicited. Tutorials are intended to enhance the technical program, and as such they should be relevant to collaborative computing, networking, worksharing, and applications. Potential tutorial presenters should submit a tutorial proposal of at most three pages, including: description of potential audience and background knowledge expected from the audience, if any; tutorial description; biographical sketch of presenter(s).

SUBMISSION INSTRUCTIONS: All paper, poster, panel, and workshop submissions will be handled electronically. Please visit the conference website www.CollaborateCom.org for detailed submission requirements and procedures.

PUBLICATION: All submitted papers and posters will be rigorously reviewed by technical program committee members and the reviewers they invite. All accepted papers will be made available in IEEE Xplore. Approval has been granted for a special issue on CollaborateCom'10 to be published on ACM/Springer MOBILE NETWORKS & APPLICATIONS (MONET). 4-6 papers on the themes related to MONET will be selected for publication on this issue. Other Journal venues are being pursued.

KEYNOTE SPEAKERS:

Dr. Daniel M. Dias

Director of Service Product Technologies,
IBM T.J. Watson Research Center, USA

Dr. Venu Vasudevan

Senior Director of Software Platforms Research
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