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E* Applications Track

Call for Papers

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Submissions should present original reports of substantive new work and can be up to 10 pages in length. Papers should properly place the work within the field, cite related work, and clearly indicate the innovative aspects of the work and its contribution to the field. In addition to regular papers, we also solicit submissions of position papers articulating high-level architectural visions, describing challenging future directions, or critiquing current design wisdom.

Submissions due:
November 20, 2006

For further information:
<http://www2007.org>

Internet and Web technologies enable new kinds of applications, usually prefixed with a capital "E" as in E-Commerce, E-Business, E-Learning, E-Science, E-Healthcare, E-Entertainment, and E-Communities. Many of these applications are innovative in their use of these technologies, and support new work, learning, or business scenarios. Focusing on E* Applications leads to new requirements as well as to new technologies or extensions of existing ones.

The E* Applications track provides a unique forum both for describing innovative E* Applications and scenarios as well as innovative technologies for these areas. We welcome contributions relating to specific classes of E* Applications as well as to cross-cutting issues. Relevant topics include, but are not restricted to, the following:

- E-Communities and Web-based collaboration (including communities and collaboration in web-based educational environments; E-Learning and E-Science community portals; synchronous collaboration applications and services; community discovery and structures)
- Data management (including distributed and peer-to-peer-based learning and E-Science repositories; scientific metadata and annotation management; intellectual property and digital rights management; data and workflow provenance for E-Science; scientific data quality and data cleaning)
- Service architectures (including distributed Web services; embedded Web applications; Web standards for E* applications; data protection, security and privacy; ubiquitous computing and internet appliances; recommendation, reputation, and trust systems; computational markets for information services)
- Data analytics and visualization (including data mining, analysis, and statistics in E-Science; scientific visualization and E-Science)
- E-Commerce and E-Government (including trading algorithms and infrastructures; trend detection and discovery; experiences with innovative e-government infrastructures)
- Ontologies and the semantic web (including semantic Web and ontologies for E* applications; ontology-based data integration and analysis; languages for describing goods, services and contracts; ontologies for E-Science; conceptual modeling and knowledge representation for E-Science)
- Experience reports and case studies for E* applications