

call for papers

# e-Society 2006

IADIS INTERNATIONAL CONFERENCE

13 - 16 July 2006, Dublin, Ireland

## Types of Contributions

- > Full Papers
- > Short Papers
- > Posters / Demonstrations
- > Tutorials
- > Panels
- > Invited Talks
- > Doctoral Consortium
- > Corporate Showcases

## Important Dates

Submission Deadline: 13 March 2006

Notification to Authors: 7 April 2006

Final Camera-Ready Submission and Early Registration: Until 21 April 2006

Late Registration: After 21 April 2006

## Topics of Interest

### eGovernment / eGovernance

- > Accessibility
- > Democracy and the Citizen
- > Digital Economies
- > Digital Regions
- > eAdministration
- > eGovernment Management
- > eProcurement
- > Global Trends
- > National and International Economies
- > Social Inclusion

### eBusiness / eCommerce

- > Business Ontologies and Models
- > Digital Goods and Services
- > eBusiness Models
- > eCommerce Application Fields
- > eCommerce Economics
- > eCommerce Services
- > Electronic Service Delivery
- > eMarketing
- > Languages for Describing

### Goods and Services

- > Online Auctions and Technologies
- > Virtual Organisations and Teleworking

### eLearning

- > Collaborative Learning
- > Curriculum Content Design & Development
- > Delivery Systems and Environments
- > Educational Systems Design
- > eLearning Organisational Issues
- > Evaluation and Assessment
- > Virtual Learning Environments and Issues
- > Web-based Learning Communities

### eHealth

- > Data Security Issues
- > eHealth Policy and

### Practice

- > eHealthcare Strategies and Provision
- > Legal Issues
- > Medical Research Ethics
- > Patient Privacy and Confidentiality

### Information Systems

- > Electronic Data Interchange (EDI)
- > Intelligent Agents
- > Intelligent Systems
- > IS Security Issues
- > Mobile Applications
- > Multimedia Applications
- > Payment Systems
- > Protocols and Standards
- > Software Requirements and IS Architectures
- > Storage Issues
- > Strategies and Tendencies
- > System Architectures
- > Telework Technologies
- > Ubiquitous Computing

### >Virtual Reality

- > Wireless Communications

### Information Management

- > Computer-Mediated Communication
- > Content Development
- > Cyber law and Intellectual Property
- > Data Mining
- > ePublishing and Digital Libraries
- > Human Computer Interaction
- > Information Search and Retrieval
- > Knowledge Management
- > Policy Issues
- > Privacy Issues
- > Social and Organizational Aspects
- > Virtual Communities
- > XML and Other Extensible Languages



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<http://www.iadis.org/es2006>