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The Second International Conference on Human and Social Analytics

HUSO 2016

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<http://www.iaia.org/conferences2016/HUSO16.html>

Important deadlines:

Submission (full paper)	June 27, 2016
Notification	August 20, 2016
Registration	September 3, 2016
Camera ready	October 4, 2016

Tracks:

Emotion Basics

Modeling and capturing and representing online emotions; Knowledge representation and reasoning about emotions; Emotional behavior in human-computer interaction; Sentiment and emotion summarization and visualization; Emotional behavior modeling and ontologies; Capturing emotions in sounds and music computing; Expressing emotions in interactive entertainment; Expressing emotions in multimedia and multimodal systems; Emotional behavior in storytelling; Emotions in geographical and cultural heritage

Human interaction

Human-computer interaction; Natural user interfaces; Virtual and augmented reality (Google Glass, Hololens, etc.); Multimedia and multimodal systems; Smart cities; Interaction design

Emotion-Driven Systems

Requirements engineering for emotions; Representation of emotionally-oriented requirements; Software design and programming of emotionally-oriented systems; Affective computing approaches to software development; Appropriation and deployment of emotionally-oriented systems; Software processes and practice for emotionally-oriented systems; Case studies relating information systems and emotions; Ethics in emotion-driven systems

Sentiment Analysis

Mining opinion with explicit/implicit, regular/ irregular, syntactical and semantic rules; Ontologies and knowledge bases for sentiment analysis; Baselines and datasets for semantic sentiment analysis; Concept-level sentiment analysis; Expressions with latent semantics; Sentiment-based indexing, search and retrieval in social networks; Subjectivity, sentiment and emotion detection in social networks; Evolution of sentiment within and across social media systems and topics; Topic based and entity based sentiment analysis; Semantic processing of social media for sentiment analysis; Comparison of semantic approaches for sentiment analysis; Prediction of sentiment towards events, people, organizations...

Social Human Analytics

Humanistic data collection and interpretation; Context-centric social multimedia discovery and collection; Semantic web technologies for subjectivity and social analysis; Social and expressive media corpora and annotations; Creative language (humor, irony, metaphor, etc.) in social networks; Dynamicity of social event detection; Social network and interaction analysis around places and events; Social media visualization and aggregation of places and events; Event-based and location-based storytelling using social media; Interactive social media applications; Sentiment and engagement analysis using social media; Mobile social networking applications; Collaborative multimedia content production; Social poor-quality arguments; Social fuzzy thinking; Online critical literacy; Linked argumented data; Complex annotation tools and interfaces; Linguistic variation and non-standard or historical use of language; Automatic creation of social semantic resources

Personalized Human Analytics

Mining personalized opinions; Individual versus collective behavior models; Data-driven profiling/ personalization; User modeling, personalization and linked data; Behavior and context prediction; Gesture recognition; Person-centric reasoning; Web access patterns analysis; Speech and audio data profiling; Personalized ontologies, ontology matching, and alignment; Personalized sentiment analysis; Connecting personalized opinions across blogs, social media, news sites,; Balancing privacy/security/reliability/utility/usability of personal data; Multiple patterns extraction across personalized data; Integrating personalized data with public knowledge bases; Interactive dashboards of heterogeneous personalized data

Social Computing

Social applications, services and technologies; Social computing for citizen engagement; Smart cities and social computing; Urban knowledge and social computing for community participation; Social computing and quality of living; Social analytics and societal behavior for prediction and urban optimization; Social computing and social networks; Social computing and personalized behavior; Social Sensing; Humans and agents of social computing; Citizen incentive for social computing services