

## Call for Papers

### 1<sup>st</sup> International Workshop on Human Aspects of Making Recommendations in Social Ubiquitous Networking Environments (HRSUNE 2014)

<http://adenu.ia.uned.es/workshops/hrsune2014>

**June 16<sup>th</sup>, 2014, Macau (China)**

**in conjunction with the  
International Conference on Web-Age Information Management (WAIM 2014)**

**Deadline for submissions: April 15<sup>th</sup>, 2014**

With the hugely popular social-rich information environments (e.g. Netflix, Yelp, Facebook, Twitter, Google+) penetrating our daily life, people (and organizations) have become more powerless with the flooding information from which decisions must be made. Fortunately, **Recommender Systems are known to be capable of implicitly or explicitly observing users' online activities, learning their likes and dislikes and making personalized (or group-wise) suggestions accordingly.** They have become a well-integrated part of a vast number of web/mobile applications available in the cloud and have been used in a wide variety of application areas such as (digital) entertainment (e.g. news articles, music, movies, books, restaurants, etc.), software engineering (for example, recommending replacement methods for adaptive codes; recommending reusable codes from the Internet etc), and e-learning contexts (gathering interactions during the learning process both in formal and informal learning scenarios through learning management systems, virtual learning communities and personal learning environments).

While the majority of earlier research efforts have been focused on the algorithmic understanding of making recommendations, more recent ones have aimed at **understanding human and social factors of making suggestions and sharing resources** (e.g., content items, people, software widgets, etc.) in existing social ubiquitous networks to answer questions such as, among many others:

1. What types of resources (for example, news articles) are mostly likely to be shared and liked/disliked?
2. Does human factors matter when rating a resource (and thus, are to be taken into account in the recommendation process) such as the users' mood and emotions or the social ubiquitous environment where the resources is consumed?
3. What effects do the 'share'/'like'/'follow' buttons have on people's information-seeking behaviours; in other words, should traditional recommendation techniques integrate these non-numeric ratings in making suggestions? If so, how?
4. What effects would reviews provided by other users have over the popularity/fall of a resource in a social network and does this effect depends on the context where the review has been made?

This workshop aims at bringing together researchers and practitioners **to explore and share their research results on the human and social aspects of making recommendations** in the emerging social and increasingly more and more ubiquitous networking environments.

## Topics

Topics of interest include, but are not limited to:

- The social and human aspects of making recommendations (factors including user mood, emotions, personality, social status, etc.)
- The effect on the recommendations of the ubiquitous interactions in the social networks, including geospatial and temporal variability of the user (the same user might prefer different recommendations depending on the physical and temporal context)
- Social recommendation in software engineering practices
- Particularities of social and human aspects in making recommendations in e-learning contexts (both formal and informal learning scenarios)
- Usability of social recommender systems
- Visualizations of recommended resources and of group aspects to made aware to the others in practice
- The psychology and economics of online sharing and recommendations
- Recommending cloud services to support the information needs in social ubiquitous networking environments
- Any other relevant topic to the theory and application of recommendation system on social activities or cloud services

## Paper Submissions

Papers must be prepared in 12 page (full) or 6 pages (short) LNCS format (<http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>) and submitted through EasyChair (<http://www.easychair.org/conferences/?conf=hrsune2014>) in PDF. All papers will be reviewed by at least three independent reviewers with expertise in the area from the workshop Program Committee. Publication of accepted workshop papers will be published by Springer in Lecture Notes in Computer Science (LNCS, EI-indexed).

Extended versions of accepted papers that take into account the feedback received in the workshop will be **submitted** to the special issue on Human Aspects of Making Recommendations in Social and Ubiquitous Networking Environments in the ***Journal New Review of Hypermedia and Multimedia (JCR SCI Impact Factor 2012: 0.259; Category: COMPUTER SCIENCE, INFORMATION SYSTEMS)***. More information at the journal website:

<http://explore.tandfonline.com/cfp/est/Human-Aspects-of-Making-Recommendations-in-Social-and-Ubiquitous-Networking-Environments>.

## Important Dates

April 15,	2014:	Submission of papers
May 5,	2014:	Notification of acceptance
May 12,	2014:	Camera-ready paper
June 16,	2014:	HRSUNE workshop (to be confirmed by WAIM)

## Organizing Committee

**Dr. Tiffany Tang.** Department of Computer Science, Kean University, U.S.A.

**Dr. Olga C. Santos.** aDeNu Research Group, UNED, Madrid, Spain.