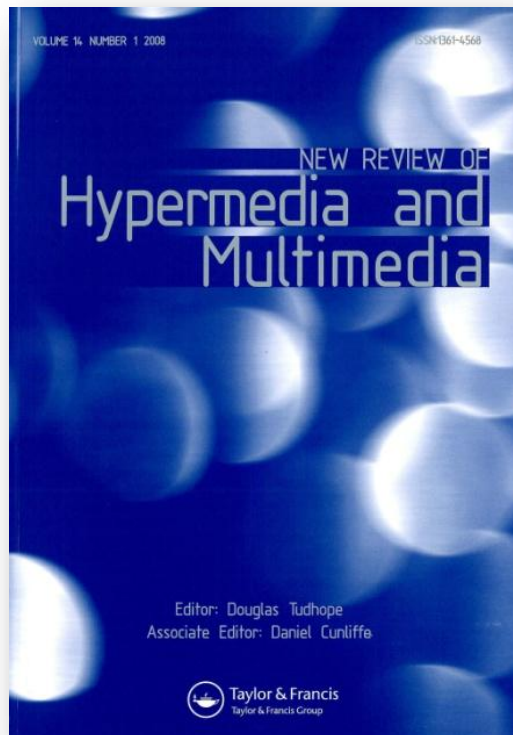




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New Review of Hypermedia and Multimedia

Call for Papers



**Papers are requested for the following special issues to be published in
New Review of Hypermedia and Multimedia in 2011:**

Social Linking and Hypermedia – for further details please see page 2

Exploring Producersage – for further details please see page 3

Mobile Digital Interactive Storytelling – for further details please see page 4

New Review of Hypermedia and Multimedia

Special Issues - Call for Papers

Social Linking and Hypermedia

Call for Papers:

One of the most exciting recent developments in Web science is the rise of social annotation, by which users can easily markup other authors' resources via collaborative mechanisms such as tagging, filtering, voting, editing, classification, and rating. These social processes lead to the emergence of many types of links between texts, users, concepts, pages, articles, media, and so on. The New Review of Hypermedia and Multimedia journal welcomes submissions for a Special Issue on design, analysis and modeling of information systems driven by social linking. Topics of interest include but are not limited to:

- Applications to search, retrieval, recommendation, and navigation
- Explicit vs. inferred social links (e.g. mining query logs)
- Integration of different social networks (e.g. links between blogs and bookmarking systems)
- Socially induced measures of similarity, relatedness, or distance
- Co-evolution of social, information, and semantic networks
- Analysis of the structure and the dynamics of social information networks
- Behavioral patterns of social linking
- Linguistic analysis of social annotation spaces
- Formal and generative models of social annotation
- Unstructured vs. structured social knowledge representations
- Implementation and scalability of social link representations
- Automatic and user-based evaluation
- Emergent semantics in social networks
- Robustness against spam and other forms of social abuse
- Design of collaborative annotation mechanisms
- Critical mass and incentives of social participation (e.g. games)
- User interfaces for collaborative annotation

Authors are encouraged to submit their papers online via the New Review of Hypermedia and Multimedia Manuscript Central site, <http://mc.manuscriptcentral.com/tham>. Submissions may take the form of research papers or shorter technical notes. For full submission details, please go to the Journal's homepage at <http://www.tandf.co.uk/journals/tham> and click on "Instructions for Authors".

Guest Editors:

Andreas Hotho, *University of Würzburg, Germany*
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Ciro Cattuto, *Institute for Scientific Interchange (ISI) Foundation, Italy*
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Important Dates:

Submission deadline: June 11, 2010
Notification: 1 October 2010
Resubmission: 1 November 2010
Final version deadline: 14 January 2011
Publication: Spring/Summer 2011

Note:

The Guest Editors would kindly ask the Authors to express their intention to submit by sending an email to ciro.cattuto@isi.it by May 24, 2010, indicating "Social Linking and Hypermedia" in the subject of the message. This expression of interest is completely optional and does not constrain the submission of manuscripts.

New Review of Hypermedia and Multimedia

Special Issues - Call for Papers

Exploring Producersage

Call for papers:

The concept of producersage points to the shift away from conventional producer/consumer relationships, and highlights the more fluid roles of users and contributors within social media environments. Participants in open source projects, in Wikipedia, in YouTube and Second Life are no longer merely consuming or using preproduced material, but neither are they at all times acting as fully self-determined producers of fully formed new works; rather, they occupy a hybrid position as producers of content.

Producersage processes are now evident across a wide range of activities - mainly online, but increasingly also extending to the offline world - from citizen journalism and communal knowledge management through to collaborative artistic activities, from learner-led education models to citizen engagement in political processes. As such models establish themselves, what does an examination through the lens of the producersage framework reveal about their internal operations? How do they affect the existing institutional, industrial, social, and cultural environments within which they operate? How may they be guarded against cooptation and exploitation by corporate interests? What possible futures do they foreshadow?

Potential contributions to this special issue could include, but are not limited to, areas such as:

- Conceptualising producersage: theoretical frameworks for examining producersage activities, practical examples of producersage projects,...
- Historical and comparative perspectives: producersage and other forms of collaborative and commons-based work, precedents of producersage,...
- Technologies and practices of producersage: collaborative dynamics of leading producersage spaces, impact of the technological foundations of producersage,...
- Empirical perspectives on producersage: case studies of producersage and its effects, ethnographic research into producersage communities,...
- Methodology: research approaches to the study of producersage, tracking and evaluating producer activities,...
- Critical perspectives: economic, legal, pedagogic, sociological perspectives on producersage,...

For this special issue of NRHM, we invite contributions on these and other topics related to producersage. Full papers should be around 7,000 words; shorter papers (around 3,000 words) for technical notes, industry perspectives or opinion pieces are also welcome. More detailed instructions for authors can be found online: <http://www.tandf.co.uk/journals/nrhm>. Queries should be directed to the Guest Editors.

Authors should submit their papers online via the New Review of Hypermedia and Multimedia Manuscript Central site: <http://mc.manuscriptcentral.com/tham>

Guest Editors:

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Important dates:

July 16, 2010	Paper submission deadline
September 24, 2010	Author notification
October 15, 2010	Final copy due
Spring 2011	Publication

New Review of Hypermedia and Multimedia

Special Issues - Call for Papers

Mobile Digital Interactive Storytelling

Call for Papers

Until recently a location's memory could mainly be accessed through media surrogates, such as books, drawings, film or audio files, or through face-to-face encounters with people who were able to knit people into the rich but hidden experience fabric of a place. The integration of low-cost pervasive and personal technology in the form of mobile devices and augmented reality into our everyday life starts to change our expectations about how to perceive the world around us. We are now able to leave traces of our emotional or intellectual experience as virtual attachments to any location. As a result we expect that any place, indoors or outdoors, reveals itself to us by confronting us with connection, context, and uncommon perspectives. Yet, any exploration is in itself an experience and so we desire that the revelation is compelling and enjoyable on an individual and group level. We expect to experience the world around us as a continuous, flexible, and networked exchange of ideas that are routed in where and who we are and how these intrinsic facets of our experience are connected to those of others.

For this special issue we solicit novel papers describing approaches in digital storytelling that address the challenges posed by real world environments experienced through mobile devices. We look for work solutions for redefining our understanding of narrative structure and theory through interactivity in computer-generated story worlds that are tightly interwoven with the places we visit, the objects we touch, and the people we meet. Emphasis will be given to work that seamlessly integrate computerised story telling with real world experiences, including but not limited to:

- Real-time techniques for interactive storytelling
- Story generation and plot management engines for mobile environments
- Interactive digital storytelling: theories, methods, and concepts applied to real world environments
- Emotion design for storytelling
- Educational digital storytelling
- Experience design for interactive storytelling
- Mobile urban drama
- Novel narrative forms inspired by new technology
- Storytelling and augmented reality
- Collaborative environments for interactive storytelling
- Interactive storytelling and gaming
- Interactive and pro-active authoring environments
- Evaluation and user experience reports of interactive storytelling applications

Papers should be not longer than 7000 words including references and should follow the NHRM author instructions. Authors should submit their papers online via the New Review of Hypermedia and Multimedia Manuscript Central site: <http://mc.manuscriptcentral.com/tham>.

Guest Editors

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Important dates

September 10, 2010	Paper submission deadline
November 8, 2010	Authors notification
December 14, 2010	Camera-ready version
Summer 2011	Publication