

# 2015 International Conference on Behavioral, Economic and Socio-Cultural Computing (BESC 2015)

October 30th – November 1st, 2015, Nanjing, China

<http://besc2015.njue.edu.cn/>



The aim of this international conference series on Behavioral, Economics and Socio-cultural Computing (BESC) is to increase potential collaborations and partnerships by bringing together academic researchers and industry practitioners from data mining, statistics and analytics, business and marketing, finance and politics, and behavioral, economic, social and psychological sciences with the objectives to present updated research efforts and progresses on foundational and emerging interdisciplinary topics of BESC, exchange new ideas and identify future research directions. All accepted papers will be published by IEEE and included into the IEEE Xplore Digital Library. The conference proceedings will be indexed by EI Compendex. Top quality papers accepted and presented in the conference will be selected for extension and publication in the special issue of some international journals, including World Wide Web Journal (SCI), Journal of Systems Science and Systems Engineering (SCI), Social Network Analysis and Mining, Data Science and Deep Analytics and Evolutionary and Institutional Economics Review.

## Topics of interests included but are not limited to:

- Social Computing and Applications: social behavior; social network analysis and mining; semantic web; social intelligence; security, privacy, trust and cryptography in social contexts; social commerce and related applications; social recommendation; data mining.
- Behavioral and Economic Computing: agent-based modeling; artificial/experimental markets; asset pricing; computational finance; financial crises; monetary policy; optimization; volatility modeling; evolutionary economics.
- Information Management and Systems: decision analytics; e-business; societal impacts of IS; human behavior and IS; IS in healthcare; IS security and privacy; IS strategy, structure and organizational impacts; service science and IS.
- Digital Humanities: digital media; digital humanities; digital games and learning; digital footprints and privacy; Twitter histories creation; crowd dynamics; digital arts; mobile technologies; activity streams and experience design.

## Submission and Publication

Paper submissions should be limited to a maximum of seven (7) pages, in the IEEE 2-column format. All Submitted papers (via <https://easychair.org/conferences/?conf=besc2015>) will be reviewed by the Program Committee on the basis of technical quality, relevance to conference topics of interest, originality, significance, and clarity. Accepted papers will be published by IEEE.

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## Important Dates

Research Paper Abstract Submission: June 10, 2015

Research Paper Submission: **June 17, 2015**  
8 July 2015

Paper Notification of Acceptance: **August 12, 2015**  
16 August 2015

Special Session Proposal Submission: April 19, 2015

Special Session Proposal Notification: April 29, 2015

Camera ready papers: August 30, 2015