GOALS
The 3rd BooksOnline workshop aims to bring together researchers and industry practitioners in Information Retrieval, Digital Libraries, eBooks, Human Computer Interaction, Publishing industry and on-line book services to foster progress on addressing challenges and exploring opportunities around large collections of digital books and complementary media. BooksOnline’10 provides a forum to follow the community progress, share results, highlight and address issues, and evolve the research agenda.

We solicit research papers, position papers and project proposals around key research issues and innovation opportunities. The workshop will serve as a forum for the presentation of research papers and the discussion of the challenges and opportunities identified in the position papers and project proposals.

Participants will be encouraged to jointly create innovative solutions in collaboration around the themes that emerge from the submissions and discussions at the workshop. A seed fund of £3,000, provided by Microsoft Research, will be awarded to one or more selected projects as judged by the workshop organizers and a selected panel of experts.

WORKSHOP FORMAT
The one day workshop will include keynote by James Crawford (Engineering Lead for Google Books) and selected paper presentations, a poster session, break-out sessions to brainstorm around proposals and research ideas, and a panel discussion to present and summarize the results of the break-out sessions.

The £3,000 seed fund will be awarded following the workshop to one or more research project proposals selected by a panel of judges from those proposed at the workshop.

TOPICS OF INTEREST
We invite submissions of full research papers (up to 10 pages) describing novel developments and research, or position papers and project proposals (up to 5 pages) presenting ideas, goals or directions of work, highlighting pressing issues or opportunities for innovation involving digital books and complementary media.
Topics of interest include, but are not limited to:

**Enriched digital collections:**
- Virtual learning environments and eBooks and eBooks in teaching
- eBooks as integrated content, data, and media
- Knowledge discovery and sharing in digital book repositories
- Cross-referencing and sense making
- Community interests and social context.

**Usage scenarios and user expectations from digital book services:**
- Affordances of physical books and electronic media
- Mobile and multi-touch devices for reading and annotating
- Ink-based applications
- Social navigation and annotations, social interactions
- User profiles and content types
- Children and electronic reading
- Usage scenarios: searching, browsing, collection building, authoring, sharing
- Personalization and context sensitivity
- Ubiquitous access
- Immersive user experience
- User studies and study design

**Design and technology**
- eBook UI and interaction designs, e.g., for active reading
- Usability issues when reading digital books
- Feature engineering for collection browsing
- Content representation and discovery
- Indexing and retrieval
- Scalability and interoperability
- Technologies for searching, browsing, filtering, and information extraction
- Universal access across nations and cultures; translation of content and metadata
- Integration of complementary content and services
- Evaluation methodology and practices

**PAPER SUBMISSION AND PARTICIPATION**
For instructions on how to submit a research paper (max 10 pages), a position paper or a project proposal (max 5 pages), please visit the workshop's web site.

**ORGANIZERS**
Gabriella Kazai (Microsoft Research, UK)
Peter Brusilovsky (University of Pittsburgh, USA)