

Call for Papers: Special Issue on “Pervasive User-Generated Content”

IEEE Pervasive Computing Magazine

Pervasively situated people and things can generate content otherwise unobtainable. Small contributions aggregated from a large number of individuals add up to richly minable supply of information and also make the data more credible and reliable. Sometimes the data is generated explicitly, like event reviews, store ratings, and incident reports. Other times, the data comes from analysis of normal behavior, like aggregating traffic speeds from regular drivers. Often people provide the data, like networked games designed to extract everyday knowledge. In other instances, objects like paper currency or ocean-borne, spilled toys are tracked as they move around naturally. The resulting content sometimes comes from sophisticated processing, like inferring driving preferences from observed trips. In other instances, processing is minimal, like text messages displayed publicly in Times Square. In all cases, a critical link is a network that connects the pervasively distributed data sources to a central repository.

User-generated content can range from content created explicitly by the user and uploaded to help shape their ubicomp experience through to small contributions from large numbers of distributed contributors that can subsequently be mined and analyzed. The theme of this special issue spans data collection, processing, presentation, and evaluation. IEEE Pervasive Computing invites submissions on all aspects of this theme, including

- Networked data-gathering from large populations
- Data mining and machine learning from distributed sources
- Tracking multitudes of everyday objects
- Mashups and overlays of user data with other artifacts such as maps
- Contributions from mobile users
- Aggregating and filtering pervasive ratings and reviews
- Users as computing platforms and intelligent data sources
- Games and other schemes for gathering data from large populations
- Persuading individuals to contribute
- Usability aspects for efficient data contribution
- Visualizing user contributions
- Applications and displays of pervasively generated content
- Techniques for determining authenticity of contributed data
- Evaluations of pervasively generated content

Submission Details

Submission deadline: **1 May 2008**

Notification of final acceptance: 14 July 2008

Author guidelines: www.computer.org/pervasive/author.htm

Submission address: <https://mc.manuscriptcentral.com/pc-cs>

Issue to press: September 2008

Guest Editors

John Krumm, Microsoft Research
Chandra Narayanaswami, IBM Research
Nigel Davies, Lancaster University

Submissions should be 4,000 to 6,000 words long and should follow the magazine's guidelines on style and presentation. All submissions will be anonymously reviewed in accordance with normal practice for scientific publications. Submissions should be received by 1 May 2008 to receive full consideration.

In addition to full-length submissions, we also invite work-in-progress submissions of 250 words or less (submit to pervasive@computer.org). These will not be peer-reviewed but will be reviewed by the Department Editor Anthony Joseph and, if accepted, edited by the staff into a feature for the issue. The deadline for work-in-progress submissions is 11 August 2008.