BISE – Call for Papers Issue 3/2015

CSCW & Social Computing

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1 Special Focus Issue

Computer Supported Cooperative Work (CSCW) has traditionally studied the interdependencies between collaborating human actors and computer systems. New CSCW systems enable completely new divisions of labor between collaborating actors and computer systems in an organizational setting. Particular examples are crowdsourcing, open innovation or the inclusion of external experts in internal processes. This has important implications for organizational structures, management, and motivation.

Social Computing refers to supporting social interaction and socialization by the use of IT systems. Within that context the term Social Software is used for tools or services that "support, extend or derive added value from human social behavior". While both terms "Social Computing" and "Social Software" have only become relatively popular within the last ten years, the core ideas behind them have a much longer history, going back to Vannevar Bush's ideas about the Memex in 1945.

In this special focus issue on "CSCW & Social Computing" we would like to focus on research that studies new human-human work and networking patterns as well as new configurations of humans and computers. Submissions should address challenges in the development, introduction, and evaluation of information systems to support collaboration in teams, communities, crowds, and social networks in and around organizations. Since supporting human work by information systems requires both an adequate understanding of technological developments and of work practices submissions can and should cover organizational, social, and technical issues.

In the context of this focus we are asking for submissions from research and practice, e.g., on the following topics:

- Creating value with crowdsourcing
- Optimizing core organizational processes with CSCW
- From vision to action: collaborative innovation processes
- Future trends for collaboration systems
- Vertical specialization of collaboration systems
- Big Data and collaboration
- Organizational uses for social media
- Social collaboration in the digital workplace
- Enterprise social networks
- Ubiquitous collaboration
- Collaboration systems for managing complexity
- Collaboration and the customer experience
- Observed collaboration phenomena and theories to explain them

2 Submission Guidelines

Authors are asked to submit their papers online under the category "BISE – CSCW & Social Computing" by 2014-07-01 via the journal's submission system Editorial Manager (http://www. editorialmanager.com/buis/). All papers must follow the typing and formatting instructions for Bussiness & Information Systems Engineering (BISE) available at http://www.bise-journal.org. In particular, manuscripts should not exceed 50,000 characters (discounting 5,000 characters for each figure/table). Detailed authors' guidelines can be downloaded from http://www.bise-journal.org.

Submissions are accepted in English only. All papers will be reviewed anonymously (double-blind process) by several referees with regard to relevance, originality, and research quality. In addition to the editors of the journal, including those of this special focus issue, distinguished national and international professionals with scientific and practical backgrounds will be involved in the review process.

3 Schedule

Paper submission due: 2014-07-01
Notification of authors: 2014-08-26
Revisions due: 2014-10-18
Completion of a second revision (if needed): 2015-01-20
Anticipated publication date: June 2015