### **CALL FOR PAPERS**

## **IWIN2011**

# International Workshop on Informatics (IWIN2011)

### September 16-21, 2011 Venezia, Italy

#### **Organized by Informatics Society**

International Workshop on Informatics (IWIN2011) will be held in Venezia, Italy, Sep 16-21, 2011. This workshop will bring together researchers and practitioners to share and exchange their experiences, discuss challenges and present original ideas in all aspects of informatics and computer networks.

#### **Scope**

Areas of interest include, but are not limited to:

- Computer supported cooperative work and groupware
- Intelligent transport system
- Distributed computing

#### **Committees**

General Chair:

Yuko Murayama (Iwate Prefectural University, Japan)

• Local Chair:

Agostino Cortesi (Ca' Foscari University, Venezia, Italy)

• Steering Committee:

Toru Hasegawa (KDDI R&D Laboratories, Japan)

Teruo Higashino (Osaka University, Japan)

Tadanori Mizuno (Shizuoka University, Japan)

Jun Munemori (Wakayama University, Japan)

Ken-ichi Okada (Keio University, Japan)

Norio Shiratori (Tohoku University, Japan)

Osamu Takahashi (Future University Hakodate, Japan)

• Program Committee:

**TBD** 

#### **Important Dates**

Deadline for abstract submissions: May 20, 2011
Notification of acceptance: May 31, 2011
Deadline for paper submissions: June 30, 2011
Notification of excellent paper: July 31, 2011
Camera ready due: August 15, 2011

- Multi-media communication
- Information systems
- Mobile computing
- Ubiquitous computing

#### **Submission Instructions**

Abstract submission is limited to one page. Paper submission has no limitation. Please send the PDF file of your abstract to <a href="mailto:secretariat@infsoc.org">secretariat@infsoc.org</a> with the following information:

Title:

Author: Name (Affiliation), Name (Affiliation)... Corresponding Author:

Address:

Tel:

Fax:

E-mail:

After the workshop, a selected number of papers will be published as International Journal of Informatics Society (IJIS).



Famous Places in Venezia