

Call for papers

22nd CRIWG conference 2016

Kanazawa, Japan, Sep. 14-16, 2016



We invite you to participate in the 22nd International Conference on Collaboration and Technology. The Conference is a major forum for academic researchers to exchange their experiences related to the development and use of collaboration technology. The Conference has a strong focus on technology design and development. Most published papers propose innovative technical + human + organizational approaches to expand collaboration support, often backed up by theory brought from various disciplines including computer science, management science, design science, cognitive sciences and social sciences. However, the Conference also seeks papers with theory, models, design principles, methodologies, and case studies that contribute to better understand the complex interrelations between collaboration and technology. Considering the heterogeneity of research in collaboration and technology, researchers may address the validation of their work through multiple approaches including laboratory experiments, fieldwork, analytic evaluations, case studies, prototyping, and empirical tests. This year, CRIWG 2016 will be collocated with CollabTech 2016.



Paper submission:

The Conference proceedings will be published by Springer as a volume in the Lecture Notes in Computer Science (LNCS) series. There are two submission categories (should follow Springer format):

Full papers: 16 pages maximum

Work-in-progress papers: 8 pages maximum



Important dates:

Paper Submission Deadline: 27 April 2016

Notification of Acceptance: 26 May 2016

Camera Ready Papers: 9 June 2016

Conference: 14-16 September 2016

Workshop/DSC: 14 September 2016

Conference chair:

Program Co-Chairs:

Takaya Yuizono, JAIST, Japan

Hiroaki Ogata, Kyushu University, Japan

Ulrich Hoppe, University of Duisburg-Essen, Germany

Julita Vassilieva, University of Saskatchewan, Canada

Organized by: CRIWG steering committee

Cooperation with: IPSJ SIG GN, HIS SIG-CE, VRSJ SIG-CyberSpace