



# CollabTech 2016

8th International Conference on Collaboration Technologies

Kanazawa, Japan - September 14-16, 2016

<http://www.collabtech.org>

## Scope

CollabTech 2016 will be the eighth international conference on collaboration technologies. Due to marked advances in networking, computing and interaction technologies, we are at the cusp of collaboration technologies being a part of an intricate network of various types of everyday collaborative processes. The conference will provide a platform for the international collaboration technology community to showcase, discuss and deliberate on state-of-the art, emerging new technology developments and understanding the social use of these technologies to improve collaborations. CollabTech would also like to encourage you to use this opportunity to present challenging studies, which may be at a very early stage of their system development, or their exploration of new evaluation methods, but may trigger exciting technology.

This year CollabTech will be co-located organized with CRIWG 2016 which means that participants registered for one conference can attend sessions from the other. CRIWG and CollabTech communities have similar research topics and goals, but are geographically located in different regions. This will be an interesting opportunity to meet each other.

## Topics

Contributions are solicited in all areas of collaboration technology research and applications. Topics include, but not limited to:

- CSCW system architectures and applications
- Web-based groupware
- Social computing and inter-cultural collaboration
- Collaborative communication systems
- Embodied communication systems
- Shared virtual/augmented environments
- Smart device-based groupware
- Computer supported collaborative learning(CSCL)
- Collaborative entertainment systems

- Computer supported cooperative design (CSCD)
- Social science studies on collaboration

## Paper Submission

Submitted papers must be unpublished and not considered elsewhere for publication. Only electronic submissions (PDF) will be considered. Two paper categories, Full paper (10-15 pages) and Work in progress (6-8 pages) are considered, but the full paper submission is strongly encouraged as the work in progress is optional. It is planned to publish the proceedings with Springer in their Communications in Computer and Information Science series (final approval pending). All submitted papers will undergo a rigorous review process managed by the program committee.

## Important Dates

- Submission of the paper for review  
27 April 2016
- Notification of acceptance  
26 May 2016
- Submission of camera-ready manuscripts  
9 June 2016
- CollabTech2016 Conference  
September 14-16, 2016

## General Co-Chairs

Nelson Baloian, University of Chile, Chile  
Tomoo Inoue, University of Tsukuba, Japan  
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