The 9th IEEE International Conference on Social Computing and Networking (SocialCom 2016) will be held in the city of Atlanta, GA, USA during October 8-10, 2016. SocialCom was created to provide a prime international forum for researchers, industry practitioners and domain experts to exchange the latest fundamental advances in the state of the art and practice of Social Computing & Networking and its broadly related areas.

The program topics include but not limited to:

- Fundamentals of social computing
- Modelling of social behavior
- Social network analysis and mining
- Big social media data
- Social media infrastructure and cloud computing
- Computational models of social simulation
- Web 2.0 and semantic web
- Innovative HCI and touch-screen models
- Modelling of social conventions and social contexts
- Social cognition and social intelligence
- Social media analytics and intelligence
- Group formation and evolution
- Security, privacy, trust, risk and cryptography in social contexts
- Social system design and architectures
- Information retrieval, data mining, artificial intelligence and agent-based technology
- Group interaction, collaboration, representation and profiling
- Handheld/mobile social computing
- Service science and service oriented interaction design
- Cultural patterns and representation
- Emotional intelligence, opinion representation, influence process
- Mobile commerce, handheld commerce and e-markets
Connected e-health in social networks
Social policy and government management
Social blog, micro-blog, public blog, internet forum
Business social software systems
Impact on peoples activities in complex and dynamic environments
Collaborative filtering, mining and prediction
Social computing applications and case studies

Extended versions of most papers from the conference will be published in the special issues of

Important Dates:
- Submission Deadline: May 1
- Notification Date: June 15
- Registration Deadline: July 10
- Conference Dates: October 8-10