SOCIAL MEDIA & SOCIAL COMPUTING

CALL FOR PROPOSALS

he Social Media and Social Computing Series focuses on publishing high quality references in the rapidly emerging area of social media and social computing. experimental/practical as well as theoretical investigations are welcome. The series targets both scholars and practitioners in social media and social computing for work in the intersection of computer science, information technology, psychology, economics, education and other social sciences. The advent of the Internet and the Web has resulted in social interactions and behaviors through the use of technologies and web services, e.g., hardware devices such as smart phones, tablets, RFID, etc., software services such as wikis, blogs, micro-blogs, social network sites, recommender systems, social bookmarking, social news, multimedia sharing sites, etc. Analyzing these technologicallyenabled interactions in their social context will benefit information providers and information consumers. However, the large volume and scale of user-generated contents require effective modeling methods and efficient algorithms to handle these chalenging problems.

Series Editor:



Irwin King

Prof. King is Associate Editor of the IEEE Transactions on Neural Networks (TNN) and IEEE ACM, International Neural Network Society (INNS), and VP & Governing Board Member of Technical Committee (NNTC) and the Data Mining Technical Committee under the IEEE Computational Intelligence Society.

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Pleas send Proposals to either the Series Editor

or Directly to:

LEONG Li-Ming

Editor, CRC Press

Pines Industrial Building,

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Topics Covered

THE AREAS OF INTEREST COVERED BY THE SERIES INCLUDE, BUT ARE NOT

LIMITED TO:

• Design and development of social media systems.

• Theoretical investigation of social media systems.

- Social computation.
- Question and answering.
- Learning to rank,
- Graph mining and large graph algorithms.
- Social network theory and analysis.
- Recommender systems and collaborative filtering.
- Opinion mining and sentiment analysis.
- Trend and anomaly detection in social networks.
- Social dynamics and temporal trend analysis.
- Social analytics.
- Expert finding, community detection.
- Social analytics, social informatics, and social metrics.
- Human computation and crowdsourcing.
- Virtual communities.
- Social media and social games.
- Wisdom of the crowd and group intelligence.
- Software tools and platforms for social media systems.

- Data processing and benchmarking.
- Social media in entertainment.
 - Social med ia in the education and learning environment.
 - Data processing and benchmarking.
 - Social media in entertainment.
 - Social media in the education and learning environment.
 - Social group interaction and collaboration framework, methodologies, etc.
 - User modeling, personalization, profiling, etc.
 - Viral marketing and information diffusion.

We invite book proposals in the following formats:

- Monographs
- Edited volumes
- Surveys and Overviews
- Tutorials
- Textbooks

Series Editor:



Irwin King Prof. King is A

Prof. King is Associate Editor of the IEEE Transactions on Neural Networks (TNN) and IEEE Computational Intelligence Magazine (CIM). He is a senior member of IEEE and a member of ACM, International Neural Network Society (INNS), and VP & Governing Board Member of the Asian Pacific Neural Network Assembly (APNNA). He serves the Neural Network Technical Committee (NNTC) and the Data Mining Technical Committee under the IEEE Computational Intelligence Society.

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