ICCSE'16 Call For Papers
The 2016 International Conference on Crowd Science and Engineering
27-30 July 2016, Vancouver, Canada

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The 2016 International Conference on Crowd Science and Engineering (ICCSE'16) will take place from 27 to 30 July 2016 at The University of British Columbia in Vancouver, Canada.

Crowd Science refers to the science that underlies online crowd-powered ecosystems. It focuses on the design and analysis of information processing systems in which humans participate to contribute their intelligence, effort, time and/or resources. At ICCSE'16, academics, industry practitioners and policy makers will gather to explore the transformative potential of crowd science research and how to engineer efficient systems that combine the respective strengths of humans and machines to open up new possibilities.

The related fields and application areas relevant to ICCSE'16 include, but are not limited to:

Theory:
- Models and methods for Crowd Science and Engineering
- Trust and incentives
- The cloud and the crowd
- Task-oriented crowdsourcing
- Open-ended crowdsourcing
- Crowd as a service

Sensing and Cognition:
- Crowd sensing
- Crowdsourced Big Data and analytics
- Crowd AI
- Crowd behaviour analysis

Interaction:
- Harnessing the crowd in human-computer interaction
- Crowdsourcing human-robot interaction
- Human computation
- Crowd mobilization
- Crowd visualization
- Crowd-sourced design and engineering
- Tools and platforms to support Crowd Science and Engineering

Applications:
- Massive Open Online Courses (MOOCs)
- Citizen science
- Digital sharing economy
- Crowdfunding
- Crowdsourcing well-being
- Productive aging and e-healthcare
- Gamification
- MMORPG and game study
- Crowdsourcing in e-government
- Industrial crowdsourcing

ICCSE'16 invites you to participate and contribute to this international forum for the dissemination and exchange of up-to-date scientific information on theoretical and applied areas of CSE, through the following modes of communication: Plenary/Keynote Presentation, Technical Sessions and Demo/Poster Sessions.

Accepted papers will appear in the ICCSE'16 proceedings. Technical research papers can be 6 - 8 pages long in underline IEEE format. Vision, Demo and Poster papers can be up to 4 pages long in underline IEEE format. The authors of a selected number of top quality papers will be invited to extend their papers for further review and possible publication in special issues of the International Journal of Crowd Science and highly recognized IEEE journals.

As a new conference in an emerging field, ICCSE'16 seeks to recognize innovative high quality research contributions. Outstanding papers contributed to the main track as well as the demo/poster track will be considered for the following awards:

- Best Paper Awards (5 categories)
- Best Presentation Award
- Best Student Paper Award
- Best Demo Award
- Best Poster Award

The awards will be presented to the winners at the conference banquet and publicized on the ICCSE'16 website.

We look forward to seeing you in beautiful Vancouver!

IMPORTANT DATES
May 20, 2016: Deadline for paper submission
June 10, 2016: Notification of acceptance and early-bird registration starts
June 25, 2016: Deadline for early-bird registration
June 25, 2016: Submission deadline for the camera-ready version of papers
July 27-30, 2016: ICCSE'16 conference

Conference Website: http://iccse2016.crowdscience.org/
Submission Website: https://easychair.org/conferences/?conf=iccse20161