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Nota di contenuto	Digital Transformation for an Inclusive Society – DTIS Everybody Rock Your Equity: Experiences of Organizing a Women in Computing Event with Role Models for Diversity and Inclusion Alenta: a practitioner's case of technology usage to support special needs of populations with cognitive disabilities Evaluating digitalization of social services from the viewpoint of the Citizen eHealth Approach for Motivating Physical Activities of People with Intellectual Disabilities Trust and Privacy Aspects of Smart Information Environments – TPSIE Towards a Right Not to Be Deceived? An Interdisciplinary Analysis on Personalization in the light of the GDPR Software Assisted Privacy Impact Assessment in Interactive Ubiquitous Computing Systems Facilitating GDPR compliance: the H2020 BPR4GDPR approach

	Designing a Privacy Dashboard for a Smart Manufacturing Environment RRTxFM: Probabilistic Counting for Differentially Private Statistics Innovative Teaching of Introductory Topics in Information Technology – 3(IT) Empowering female students to seek careers in game development and creative IT studies ATMF: A student-centered framework for the effective implementation of alternative teaching methods for CSEd Framework for pupil-to-student transition, learning environment and semester start for first-year students CROwd-Powered e-Services – CROPS Crowd-based Assessment of Deformational Cranial Asymmetries CuneiForce: Involving the crowd in the annotation of unread Mesopotamian cuneiform tablets through a gamified design Exploring Self-organisation in Crowd Teams.
Sommario/riassunto	This book constitutes papers from the workshops held at the 18th IFIP WG 6.11 Conference on e-Business, e-Services, and e-Society, I3E 2019, which took place in Trondheim, Norway, in September 2019. The 11 full papers and 4 short papers presented in this volume were carefully reviewed and selected from 33 submissions to the following workshops: DTIS: Digital Transformation for an Inclusive Society TPSIE: Trust and Privacy Aspects of Smart Information Environments 3(IT): Innovative Teaching of Introductory Topics in Information Technology CROPS: CROwd-Powered e-Services.