1.	Record Nr.	UNINA9910483689703321
	Titolo	Advances in Social Computing [[electronic resource]] : Third International Conference on Social Computing, Behavioral Modeling, and Prediction, SBP 2010, Bethesda, MD, USA, March 30-31, 2010, Proceedings / / edited by Sun-Ki Chai, John Salerno, Patricia L. Mabry
	Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2010
	ISBN	1-280-38590-1 9786613563828 3-642-12079-2
	Edizione	[1st ed. 2010.]
	Descrizione fisica	1 online resource (XV, 426 p. 126 illus.)
	Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 6007
	Classificazione	004300330 54.10
	Disciplina	006.7019
	Soggetti	Computers and civilization Computer communication systems Application software Management information systems Computer science Data mining Computers and Society Computer Communication Networks Computer Appl. in Social and Behavioral Sciences Management of Computing and Information Systems Data Mining and Knowledge Discovery Information Systems Applications (incl. Internet) Kongress Bethesda <Md., 2010>
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Bibliographic Level Mode of Issuance: Monograph
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Beyond Degree Distributions: Local to Global Structure of Social Contact Graphs -- Endogenous Market-Clearing Prices and Reference Point

Adaptation -- Modeling Effect of Leaders in Ethno-Religious Conflicts -- Calibrating Subjective Probabilities Using Hierarchical Bayesian Models -- State-Dependent Risk Preferences in Evolutionary Games -- Social Learning and Cumulative Innovations in a Networked Group -- Understanding Segregation Processes -- Social Factors in Creating an Integrated Capability for Health System Modeling and Simulation -- A System Dynamics Approach to Modeling the Sensitivity of Inappropriate Emergency Department Utilization -- Using Social Network Analysis for Spam Detection -- Literature Search through Mixed-Membership Community Discovery -- Predictability and Prediction for an Experimental Cultural Market -- Macroeconomic Analysis of Universal Coverage in the U.S. -- Projecting Sexual and Injecting HIV Risks into Future Outcomes with Agent-Based Modeling -- Cultural Consensus Theory: Aggregating Continuous Responses in a Finite Interval -- Information Overload and Viral Marketing: Countermeasures and Strategies -- Using Model Replication to Improve the Reliability of Agent-Based Models -- Multiscale Comparison of Three-Dimensional Trajectories Based on the Curvature Maxima and Its Application to Medicine -- A Knowledge Collaboration Network Model across Disciplines -- Behavioral Analyses of Information Diffusion Models by Observed Data of Social Network -- Developing Social Networks for Artificial Societies from Survey Data -- Understanding and Enabling Online Social Networks to Support Healthy Behaviors -- A Dynamical Systems Model for Understanding Behavioral Interventions for Weight Loss -- COLBERT: A Scoring Based Graphical Model for Expert Identification -- An Agent-Based Model for Studying Child Maltreatment and Child Maltreatment Prevention -- Gryphon: A Hybrid Agent-Based Modeling and Simulation Platform for Infectious Diseases -- A Risk Factor Analysis of West Nile Virus: Extraction of Relationships from a Neural-Network Model -- Coevolution of Epidemics, Social Networks, and Individual Behavior: A Case Study -- User Generated Content Consumption and Social Networking in Knowledge-Sharing OSNs -- Where Are the Academic Jobs? Interactive Exploration of Job Advertisements in Geospatial and Topical Space -- Assessing Group Interaction with Social Language Network Analysis -- Analyzing and Tracking Weblog Communities Using Discriminative Collection Representatives -- Assortativity Patterns in Multi-dimensional Inter-organizational Networks: A Case Study of the Humanitarian Relief Sector -- Deconstructing Interaction Dynamics in Knowledge Sharing Communities -- Workings of Collective Intelligence within Open Source Communities -- Manipulation as a Security Mechanism in Sensor Networks -- Modeling the Impact of Motivation, Personality, and Emotion on Social Behavior -- Expressing Effects-Based Outcomes from Patterns of Emergent Population Behaviors -- PGT: A Statistical Approach to Prediction and Mechanism Design -- Developing Cognitive Models for Social Simulation from Survey Data -- Dynamic Creation of Social Networks for Syndromic Surveillance Using Information Fusion -- Calibrating Bayesian Network Representations of Social-Behavioral Models -- Social Network Data and Practices: The Case of Friendfeed -- Predictability in an 'Unpredictable' Artificial Cultural Market -- Improving an Agent-Based Model by Using Interdisciplinary Approaches for Analyzing Structural Change in Agriculture -- Exploring the Human Fabric through an Analyst's Eyes -- Mitigating Issues Related to the Modeling of Insurgent Recruitment -- An Application of Epidemiological Modeling to Information Diffusion -- A Social Network Analysis Approach to Detecting Suspicious Online Financial Activities -- Opponent Classification in Poker -- Convergence of Influential Bloggers for Topic Discovery in the Blogosphere -- Sentiment Propagation in

	Social Networks: A Case Study in LiveJournal -- Iranians and Their Pride: Modalities of Political Sovereignty.
Sommario/riassunto	Social computing is concerned with the study of social behavior and social context based on computational systems. Behavioral modeling provides a representation of the social behavior, and allows for experimenting, scenario planning, and deep und- standing of behavior, patterns, and potential outcomes. The pervasive use of computer and Internet technologies by humans in everyday life provides an unprecedented en- ronment of various social activities that, due to the platforms under which they take place, generate large amounts of stored data as a by-product, often in systematically organized form. Social computing facilitates behavioral modeling in model building, analysis, pattern mining, and prediction. Numerous interdisciplinary and interdepe- ent systems are created and used to represent the various social and physical systems for investigating the interactions between groups, communities, or nation-states. This requires joint efforts to take advantage of the state-of-the-art research from multiple disciplines improving social computing and behavioral modeling in order to document lessons learned and develop novel theories, experiments, and methodologies to better explain the interaction between social (both informal and institutionalized), psyc- logical, and physical mechanisms. The goal is to enable us to experiment, create, and recreate an operational environment with a better understanding of the contributions from each individual discipline, forging joint interdisciplinary efforts. This volume comprises the proceedings of the third international workshop on - cial Computing, Behavioral Modeling and Prediction, which has grown trem- dously.