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| Nota di contenuto | City Labs - Introduction -- FlowSampler: Visual Analysis of Urban Flows in Geolocated Social Media Data -- Policing Engagement via Social Media -- Digital Social Media to Enhance the Public Realm in Historic Cities -- Privacy Preserving Energy Management -- DaTactic, Data with Tactics: Description and Evaluation of a New Format of Online Campaigning for NGOs -- Online Communication in Apartment Buildings -- Experiments for a Real Time Crowdsourced Urban Design -- How Can City Labs Enhance the Citizens' Motivation in Different Types of Innovation Activities? -- Criminal Network Analysis and Mining (CRIMENET 2014) - Introduction -- Understanding Crime Networks: Actors and Links -- The (not so) Critical Nodes of Criminal Networks -- A Literature-Based Approach to a Narco-Network -- The Spatial |

Structure of Crime in Urban Environments -- Emergence of Extreme
 Opinions in Social Networks -- Using Societal Impact Assessment (SIA)
 to Improve Technological Development in the Field of Crime Prevention
 -- What's in a Dyad? Interaction and Exchange in Social Media -
 Introduction -- Triad-Based Role Discovery for Large Social Systems --
 A Tool-Based Methodology to Analyze Social Network Interactions in
 Cultural Fields: The Use Case "MuseumWeek" -- Detecting Presence of
 Personal Events in Twitter Streams -- Digital Addiction Ontology for
 Social Networking Systems -- EGG 2014: Exploration on Games and
 Gamers - Introduction -- Initial Exploration of the Use of Specific
 Tangible Widgets for Tablet Games -- Generosity as Social Contagion in
 Virtual Community -- Developing Game-Structure Sensitive
 Matchmaking System for Massive-Multiplayer Online Games --
 Linguistic Analysis of Toxic Behavior in an Online Video Game. -
 Informal In-Game Help Practices in Massive Multiplayer Online Games
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 Reconstructing Topological Properties of Complex Networks Using the
 Fitness Model -- The Structure of Global Inter-firm Networks --
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 Intelligence-Based Sequential Pattern Mining Approach for Marketing
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 Naming Game Dynamics on Pairs of Connected Networks with
 Competing Opinions -- Threshold of Herd Effect for Online Events in
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 Twitter Trends -- SoHuman 2014 – 3rd International Workshop on
 Social Media in Crowdsourcing and Human Computation - Introduction
 -- CrowdMonitor: Monitoring Physical and Digital Activities of Citizens
 During Emergencies -- Crowd Work CV: Recognition for Micro Work --
 Means and Roles of Crowdsourcing Vis-À-Vis CrowdFunding for the
 Creation of Stakeholders Collective Benefits -- On Utilizing Player
 Models to Predict Behavior in Crowdsourcing Tasks. -Comparing
 Human and Algorithm Performance on Estimating Word-Based
 Semantic Similarity -- Mobile Picture Guess: A Crowdsourced Serious
 Game for Simulating Human Perception -- histoGraph as a
 Demonstrator for Domain Specific Challenges to Crowd-Sourcing.

Sommario/riassunto

This book constitutes the proceedings of the Workshops held at the
 International Conference on Social Informatics, SocInfo 2014, which
 took place in Barcelona, Spain, in November 2014. This year SocInfo
 2014 included nine satellite workshops: the City Labs Workshop, the
 Workshop on Criminal Network Analysis and Mining, CRIMENET, the
 Workshop on Interaction and Exchange in Social Media, DYAD, the
 Workshop on Exploration of Games and Gamers, EGG, the Workshop on
 HistoInformatics, the Workshop on Socio-Economic Dynamics,

Networks and Agent-based Models, SEDNAM, the Workshop on Social Influence, SI, the Workshop on Social Scientists Working with Start-Ups and the Workshop on Social Media in Crowdsourcing and Human Computation, SoHuman.
