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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8852
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Soggetti	Application software User interfaces (Computer systems) Database management Information Systems Applications (incl. Internet) User Interfaces and Human Computer Interaction Computer Appl. in Arts and Humanities Database Management
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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 -- Social Network Analysis of High-Level Players in Multiplayer Online Battle Arena Game -- The 2nd Histoinformatics Workshop - Introduction -- Learning to Identify Historical Figures for Timeline Creation from Wikipedia Articles -- Mapping the Early Modern News Flow: An Enquiry by Robust Text Reuse Detection -- Linking Historical Ship Records to a Newspaper Archive -- Digital Chronofiles of Life Experience -- Mapping Memory Landscapes in nodegoat -- Mining Ministers (1572–1815). Using Semi-structured Data for Historical Research -- New European Integration History -- The EHRI Project - Virtual Collections Revisited -- Developing Onomastic Gazetteers and Prosopographies for the Ancient World Through Named Entity Recognition and Graph Visualization: Some Examples from Trismegistos People -- Can Network Analysis Reveal Importance? Degree Centrality and Leaders in the EU Integration Process -- SEDNAM - Socio-Economic Dynamics: Networks and Agent-Based Models -- Reconstructing Topological Properties of Complex Networks Using the Fitness Model -- The Structure of Global Inter-firm Networks -- Generalized Friendship Paradox: An Analytical Approach -- Collective Intelligence-Based Sequential Pattern Mining Approach for Marketing Data -- Workshop on Social Influence – SI 2014 - Introduction -- Naming Game Dynamics on Pairs of Connected Networks with Competing Opinions -- Threshold of Herd Effect for Online Events in China -- Identifying Bridges for Information Spread Control in Social Networks -- Think Before RT: An Experimental Study of Abusing 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.

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## 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.

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