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Collana	Information Systems and Applications, incl. Internet/Web, and HCI, , 2946-1642 ; ; 12720
Disciplina	302.231
Soggetti	Social sciences - Data processing Computer networks Application software Machine learning Database management Computer Application in Social and Behavioral Sciences Computer Communication Networks Computer and Information Systems Applications Machine Learning Database Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	COVID-Related Focus -- Malicious and Low Credibility URLs on Twitter during the AstraZeneca COVID-19 Vaccine Development -- How Political is the Spread of COVID-19 in the United States? An Analysis using Transportation and Weather Data -- Applying an Epidemiological Model to Evaluate the Propagation of Misinformation and Legitimate COVID-19-related Information on Twitter -- Optimization of Mitigation Strategies during Epidemics using Offline Reinforcement Learning -- Mining Online Social Media to Drive Psychologically Valid Agent Models of Regional Covid-19 Mask Wearing -- Fine-Grained Analysis of the Use of Neutral and Controversial Terms for COVID-19 on Social Media

-- Methodologies -- Assessing Bias in YouTube's Video Recommendation Algorithm in a Cross-lingual and Cross-topical Context -- Formal Methods for an Iterated Volunteer's Dilemma -- Privacy Preserving Text Representation Learning Using BERT -- GPU Accelerated PMCMC Algorithm with System Dynamics Modelling -- An Analysis of Global News Coverage of Refugees using a Big Data Approach -- An Identity-Based Framework for Generalizable Hate Speech Detection -- Using Diffusion of Innovations Theory to Study Connective Action Campaigns -- Reinforcement Learning For Data Poisoning on Graph Neural Networks -- Social Cybersecurity and Social Networks -- Simulating Social-Cyber Maneuvers to Deter Disinformation Campaigns -- Studying the Role of Social Bots During Cyber Flash Mobs -- The Integrated Game Transformation Framework and Cyberwar: What 2x2 Games tell us about Cyberattacks -- Bot-based Emotion Behavior Differences in Images during Kashmir Black Day Event -- Using Social Network Analysis to Analyze Development priorities of Moroccan Institutions -- Influence Dynamics Among Narratives: A Case Study of the Venezuelan Presidential Crisis -- Network Structures and Humanitarian Need -- Identifying Shifts in Collective Attention to Topics on Social Media -- wapr.tugon.ph: A Secure Helpline for Detecting Psychosocial Aid from Reports of Unlawful Killings in the Philippines -- Human and Agent Modeling -- Agent-based Modeling of Opinion Polarization in Chinese Online Live Streaming Platforms -- Having a Bad Day? Detecting the Impact of Atypical Events Using Wearable Sensors -- Trusty Ally or Faithless Snake: Modeling the Role of Human Memory and Expectations in Social Exchange -- Examining the Effects of Race on Human-AI Cooperation -- Tweeting while Pregnant: Is Online Health Communication about Physical Symptoms and Emotions about the Tweeter -- On the Effect of Social Norms on Performance in Teams with Distributed Decision Makers -- What Makes A Turing Award Winner -- Kinetic Action and Radicalization: A Case Study of Pakistan -- Multi-Agent Naïve Utility Calculus: Intent Inference in the Stag-Hunt Game.

Sommario/riassunto

This book constitutes the proceedings of the 14th International Conference on Social, Cultural, and Behavioral Modeling, SBP-BRiMS 2021, which was held online during July 6–9, 2021. The 32 full papers presented in this volume were carefully reviewed and selected from 56 submissions. The papers were organized in topical sections as follows: COVID-related focus; methodologies; social cybersecurity and social networks; and human and agent modeling. They represent a wide number of disciplines including computer science, psychology, sociology, communication science, public health, bioinformatics, political science, and organizational science. Numerous types of computational methods are used including, but not limited to, machine learning, language technology, social network analysis and visualization, agent-based simulation, and statistics. .