

1. Record Nr.	UNISA996465791703316
Titolo	Social, Cultural, and Behavioral Modeling [[electronic resource]] : 9th International Conference, SBP-BRiMS 2016, Washington, DC, USA, June 28 - July 1, 2016, Proceedings // edited by Kevin S. Xu, David Reitter, Dongwon Lee, Nathaniel Osgood
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2016
ISBN	3-319-39931-4
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XVIII, 412 p. 131 illus.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 9708
Disciplina	006.7
Soggetti	Computers and civilization Application software Management information systems Computer science Data mining Computer communication systems Computers and Society Computer Appl. in Social and Behavioral Sciences Management of Computing and Information Systems Data Mining and Knowledge Discovery Computer Communication Networks Information Systems Applications (incl. Internet)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Deep understanding, socio-cognitive reasoning, and re-usable computational technology -- Computer science -- Psychology -- Sociology.-Communication science -- Public health -- Bioinformatics -- Political Science -- Organizational science.
Sommario/riassunto	This book constitutes the refereed proceedings of the 9th International Conference on Social, Cultural, and Behavioral Modeling & Prediction and Behavior Representation in Modeling and Simulation, SBP-BRiMS

2016, held in Washington, DC, USA, in June/July 2016. The 38 full papers presented were carefully reviewed and selected from 78 submissions. The goal of this conference was to build a new community of social cyber scholars by bringing together and fostering interaction between members of the scientific, corporate, government and military communities interested in understanding, forecasting and impacting human socio-cultural behavior. For this three challenges have to be met: deep understanding, socio-cognitive reasoning, and re-usable computational technology. Thus papers come from a wide number of disciplines: computer science, psychology, sociology, communication science, public health, bioinformatics, political science, and organizational science.
