

CALL FOR ABSTRACTS

GeNeMe - Communities in New Media
September 17 to 19, 2025 in Dresden

KI & HUMANITY

Technology with social responsibility

As a forum for transdisciplinary and international dialog, GeNeMe "Communities in New Media" facilitates the exchange of experience and knowledge between participants from a wide range of disciplines, organizations and institutions with a focus on both research and practice. In particular, the annual conference discusses online communities from an integral perspective across several disciplines such as computer science, media technology, economics, education and information science as well as social and communication .

In 2025, GeNeMe will focus on the advancing digitalization and the associated social responsibility. Artificial intelligence (AI) is increasingly changing the way people interact, work and organize themselves. These developments raise fundamental questions: What ethical and social challenges arise from AI-supported technologies? How can digital communities be designed responsibly to ensure humanity and participation? What political and regulatory measures are needed to make digital spaces safe and inclusive?

The following aspects in particular will be considered:

- **AI and social responsibility:** Ethical challenges and solutions for the responsible use of AI in digital communities.
- **Digital identity and participation:** Effects of digitalization on social roles, identity formation and equal opportunities.
- **Technology-enabled governance:** AI and algorithms in the moderation and governance of digital communities.
- **Empathy and humanity in digital spaces:** Designing human-centered digital interactions.
- **Regulation and policy making:** framework conditions and legal aspects of AI-supported decision-making processes.
- **Best practices and case studies:** Successful approaches for the responsible use of digital technologies in communities.

The conference is organized by scientists from the Faculties of Education and Economics, the Center for Open Digital Innovation and Participation (CODIP) at TU Dresden and the University of Applied Sciences Stralsund (HOST), with the kind support of the Evangelische Hochschule Dresden (ehs) and Silicon Saxony e.V.

The 28th GeNeMe will primarily take place in person with optional online participation. As usual, the conference team is experimenting with innovative formats with the aim of ensuring that participation is also methodologically beneficial. We look forward to your submissions and an exciting discussion about the future of digitality, AI and humanity!

DATES

- 14.04.2025** // Submission of abstracts
- 30.04.2025** // Notification of acceptance / rejection of abstracts
- 23.06.2025** // Submission of the complete entries
- 01.08.2025** // Notification of Final acceptance / rejection
- 20.08.2025** // Submission of final accepted papers
- 25.08.2025** // Deadline early bird discount
- 17.09.2025** // Pre-conference
- 18 to 19.09.2025** // Main conference

PARTICIPATION FEES (FRÜHBUCHER)

Keynote speakers, experts

Presence| Online €

Co-speakers

Presence 95 €| Online 50 €

Regular participants: inside

Presence 195 €| Online 95 €

Students (limited contingent)

Presence| Online €

From 26.08.2025, the fees will increase by € 25.



CONTACT

Phone: +49 351 463-35011

Mail: geneme@mailbox.tu-dresden.de

Web: www.geneme.de

English speaking participants please refer to the Call for Paper in English language. Papers submitted in English language should be pre-sented in English language, English tracks will be provided.

THEMATIC FOCUS AS AN OPEN INVITATION TO SUBMIT CONTRIBUTIONS

The following thematic focuses of the main conference provide an orientation and serve as an open invitation to submit contributions.

DIGITAL LIFE

- Digital sovereignty - data protection and platform control in everyday digital life
- Digital participation, AI & inclusion - assistive technologies for greater social participation
- Digital well-being & media use - balance between digital detox and constant accessibility
- Health & Apps - Digital tools for self-care
- Family & education in the digital world - media literacy as the key
- Sustainability & resilience in digital life: strategies for consciously dealing with crises & uncertainties

DIGITAL HEALTH & INCLUSION

- Digital participation & social justice
- Digital inclusion: opportunities and challenges for disadvantaged groups
- Accessibility in digital spaces: from theory to practice
- Digital interaction and mental health: opportunities and risks
- Health and participation through assistance systems and AI
- Competence modeling for inclusive solutions
-

DIGITAL CITY

- Digital neighborhood: strengthening local networks through digital platforms & AI
- Inclusive smart cities: accessible digital city services for all
- Digital support for migrants: Advice, networking & language learning opportunities
- Citizen participation online: E-participation and digital democracy
- E-Government & Trust: Acceptance, Ethics & Mechanisms for Digital City Services

DIGITAL EDUCATION

- Hybrid learning - opportunities for social education & lifelong learning
- AI in education - personalized learning processes & adaptive feedback
- Ethics & bias - fair & transparent use of AI in educational contexts
- AI Literacy & Prompting - skills for the reflective use of AI
- Immersive learning - VR/AR for interactive educational spaces.
- Data-driven learning - learning analytics & key digital skills

DIGITAL BUSINESS

- Leadership in digital organizations with and without AI
- New Work & Hybrid Work
- Inclusion & participation in the digital economy
- Knowledge & community management in companies: Empowerment through digital media, community building and social movements
- Sustainable & social digital business models: Platform-Economy between the common good and profit maximization

DIGITAL INTERACTION

- Digital social innovations: How do digital technologies strengthen participation, community & cohesion?
- Social dynamics in digital communities in the context of multiple AI
- VR & AR as tools for immersive learning and interaction experiences
- Digital self-determination: How do users shape active digital environments?
- Ethics in digital spaces and AI-powered communities

TWO-STAGE SUBMISSION AND REVIEW PROCESS PROCEDURE

The assessment is carried out as a double-blind review procedure:

- 1 Submit abstract** // up to 3000 characters excl. literature, maximum 2-3 informative figures
- 2 Elaboration** of the accepted abstracts in one of the following formats

SUBMISSION FORMATS

RESEARCH PAPER // 18,000 CHARACTERS EXCL. LITERATURE

- IMRAD structure
- Review (degree of innovation, methodology, potential for scientific debate)

PROJECT CONTRIBUTIONS WORK IN PROGRESS // 9,000 CHARACTERS EXCL. LITERATURE

- Interim results, artifacts, project-specific reflections/evaluations
- Review (degree of innovation, methodically guided reflection, proof of concept)

PRACTICAL APPLICATIONS // 4,500 CHARACTERS EXCL. LITERATURE

- Products, concepts, etc. that are established or being tested in practice.
- Review (degree of innovation, reflection in terms of practicability, practical relevance)

As a junior-oriented conference, we particularly invite **students and prospective academics** to submit contributions in one of the formats. In order to enable a corresponding evaluation based on criteria typical for university studies, we ask that the submitted contributions be marked as student contributions.

You can find all the necessary information on format templates, entry layout and submission modalities on our website:

www.geneme.de