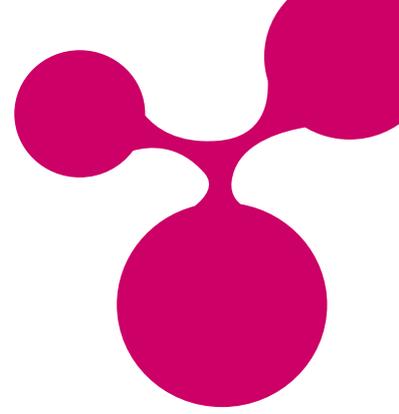


CALL FOR ABSTRACTS

GeNeMe – Communities in New Media
September 16–18, 2026, in Dresden



DIGITAL PARTICIPATION

As a forum for transdisciplinary and international dialogue, 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. The annual conference in 2026 will focus in particular on issues of digital participation and discuss them from an integrative perspective across several disciplines, including education and information science, media technology, psychology, computer science, economics, social and communication science, as well as architecture and health science.

In 2026, GeNeMe will focus on the question of how digital participation can be shaped, researched, and reflected upon. In this context, rapid technological development raises fundamental questions: Which methodological approaches enable effective participation in research and design processes? What skills are needed to ensure digital sovereignty? How are virtual communities, AI-supported systems, and immersive technologies changing forms of collaboration and co-creation? And what opportunities and risks arise for democratic decision-making processes in a public sphere increasingly shaped by machines?

The GeNeMe is organized by researchers from TU Dresden Faculties of Education and Economics, its Center for Open Digital Innovation and Participation (CODIP), the Stralsund University of Applied Sciences (HOST), and supported by ehs, FHD, HTW, IU and the Silicon Saxony e.V.

The 29th GeNeMe will primarily take place in person with optional online participation. As usual, the conference team is experimenting with innovative and collaborative formats, including in an international research context involving local actors from civil society, with the aim of ensuring methodologically beneficial participation. We look forward to your submissions and an exciting discussion about the future of digital participation!

As a conference geared toward young researchers, we especially invite **students and aspiring scientists** to submit contributions in one of the formats. To enable appropriate evaluation based on criteria typical for university studies, we ask that you mark your submissions as student contributions

DATES

April 12, 2026 // Submission of abstracts
April 30, 2026 // Notification of acceptance/rejection of abstracts
June 21, 2026 // Submission of full papers
July 31, 2026 // Notification of final acceptance/rejection
August 28, 2026 // Submission of finally accepted papers
August 31, 2026 // Early bird discount deadline
September 16, 2026 // Pre-conference
September 17–18, 2026 // Main conference

PARTICIPATION FEES (EARLY BIRD)

Keynote speakers, reviewers

In-person | Online €95

Co-speakers

In-person €95 | Online €50

Regular participants

In-person €195 | Online €95

Students (limited availability)

In-person | Online €25

From September 1, 2026, the fees will increase by €25.

CONTACT

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

THEMATIC FOCUS AS AN OPEN INVITATION TO SUBMIT PAPERS

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

PARTICIPATORY RESEARCH

- Significance, goals, and effects of participatory methods in digital, analog, and hybrid research processes
- Roles of participants in participatory research, such as co-researchers or co-designers
- Success factors for effective participation in participatory projects and interventions
- Reflection on the limitations and obstacles of participatory approaches
- Perceived effectiveness and significance of participation from the participants' perspective

PARTICIPATION AND DEMOCRACY

- Normative foundations and empirical quality criteria for digital participation processes
- The influence of digital technologies on the quality, dynamics, and outcomes of participatory decision-making
- Digital implementation of complex decision-making processes such as consensus building, deliberation, or mediation
- Participatory interventions (e.g., citizen science approaches) for sustainable behavior
- Challenges and limitations of digital participation for resilient democracy

PARTICIPATION IN DIGITAL AND HYBRID COMMUNITIES

- Communities in digital and hybrid spaces and their social, cultural, and power-related dynamics
- Moderation, social curation, and conflict management in digital communities
- Digital and hybrid interaction spaces for participation and negotiation processes
- Radicalization, resilience, and intervention in digital communities
- Comparison of social dynamics in digital and non-digital participation formats

THE FUTURE OF DIGITAL PARTICIPATION

- Use of future technologies in participatory processes
- Expectations, trust, and behavior toward AI in participation formats
- Influence of machine participation on democratic decision-making processes
- Ethical issues surrounding the integration of AI in participation
- Coexistence of humans and machines in the context of participation

PARTICIPATION AS CO-CREATION

- Participatory work and co-creation in hybrid and virtual settings (e.g., COIL)
- Immersive realities (augmented, virtual, and X-reality) for participatory work and co-creation
- AI-supported collaborative knowledge and decision-making processes for participatory work and co-creation
- Tools, interfaces, and infrastructures for participatory work and co-creation
- Participatory design techniques (including UX, co-design, gamification)

PARTICIPATION IN DIGITAL EDUCATION PROCESSES

- Competency requirements for digital sovereignty
- Participatory design, use, and governance of digital education platforms
- Communities of practice as participatory learning formats in digital and AI-supported learning environments
- Participation in open education
- Sustainable effectiveness of participation in digital education processes
- Participation in academic self-administration

TWO-STAGE SUBMISSION AND REVIEW PROCESS

The review process is a double-blind review procedure:

- 1 Submit abstract** // up to 3,000 characters excluding references, maximum 2–3 informative illustrations
- 2 Elaboration** of accepted abstracts into one of the following formats

SUBMISSION FORMATS

RESEARCH PAPER // 18,000 CHARACTERS EXCL. REFERENCES

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

RESEARCH IN PROGRESS // 9,000 CHARACTERS EXCL. REFERENCES

- Presentation of research results prior to journal publication, 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, methodologically guided reflection, proof of concept)

PRACTICAL APPLICATIONS // 4,500 CHARACTERS EXCL. LITERATURE

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

All necessary information on format templates, contribution layout, and submission modalities can be found on our website: www.geneme.de