Call for Abstracts

GeNeMe – Communities in New Media

06 to 08 Oktober 2021 in Dresden

Digital participation in hybrid realities and communities

The pandemic has given digitalisation in business, science, education, private networks and public institutions an enormous boost and has revealed both innovative ideas and weak points. Infrastructures, working methods and competences are at the forefront of many debates and are increasingly determining the future viability of entire sectors. But where is the journey really going? How will we learn tomorrow? Will communities be primarily constituted in hybrid realities in the future? Are big data a threat or an opportunity? Can we process it at all or does it require fundamentally changed professional skills, tools and methods - such as advanced, social or visual analytics, virtual reconstruction, virtual engineering, conversational agents and cooperative VR? While IT innovations were something for digital experts until recently, hybrid communities in digital realities are now commonplace. But what do business, science and society have to adapt to? Are organisational processes becoming more participatory? How can an organisation assume digital leadership? What ethical and legal frameworks need to be considered? Digitalisation means new opportunities for openness, transparency and participation. But how can social discourses be (co-)shaped through digitalisation? Do we integrate AI into management via human-centred interfaces?

GeNeMe has stood for „Communities in New Media" for more than 20 years and deals with online communities at the interface or from the perspective of several disciplines such as computer science, media technology, economics, education and information science as well as social and communication science. As the forum for transdisciplinary dialogue between science, business, organisations and administration, it facilitates the exchange of experience and knowledge between participants from a wide range of disciplines, organisations and institutions. In 2021, we are striving for a close integration of Face2Face and online formats in order to further develop last year's hybrid conference experience together with all participants. The following thematic focuses provide an orientation and serve as an open invitation to submit contributions.

As a junior-oriented conference, we especially invite students to submit contributions, both in the special category „student contributions" and in one of the other formats. All necessary information on format templates, contribution layout and submission modalities can be found on our website Papers submitted in English language may be presented in English language

Dates

25.04.2021
Deadline for abstract submission

15.05.2021
Notification about acceptance / rejection of abstracts

15.06.2021
Deadline for submission of full papers, short papers, posters and project presentations and interactive formats

10.08.2021
Notification of acceptance / rejection of papers and interactive formats

31.08.2021
Deadline for corrections of accepted papers

15.09.2021
Deadline registration with early bird discount

06.10.2021
Opening event GeNeMe

07. – 08.10.2021
Main Conference GeNeMe 2021

Two-stage submission and review process

Step 1: Submission of 2-page abstracts presenting the topic

Step 2: Elaboration of the accepted abstracts into one of the following formats:

Full Papers (research contributions):
8 – 10 pages, usual review process based on innovativeness, methodology and potential for scientific debate

Short Papers (project contributions):
4 – 6 pages, assessment according to practical relevance and innovativeness (best practices)

student contributions:
4 – 6 pages, assessment based on criteria typical of higher education studies.

Interactive formats (work-in-progress poster or project presentation):
2 – 4 pages description on topic, expected results, actors and methods; assessment according to thematic relevance

Digital strategy and platform economy

Digital transformation demands **new business models**, fundamentally changes business processes and finds new market forms. It is important to clarify whether production, processing and service can be separated at all in a digital economy and which industry specifics (logistics, security, healthcare, IT, etc.) are essential. The main topics are:

- **Sharing Economy**
- **Social Business** and Entrepreneurship
- **Innovation** and **change management**
- **Flexibilisation** of business models and organisation
- **Agility** in management and leadership

Knowledge transfer, competence acquisition and knowledge work

The creation of knowledge and the associated processes of development, sharing, use and preservation are more challenging than ever against the backdrop of **demographics**, **diversity** and **internationality**. The digital transformation leads to new demands on the competences of all actors in the field of data literacy. These require changed learning processes and arrangements, which in turn require further development and opening of educational institutions. Keywords are, among others:

- 21st Century Skills for Knowledge Work and **Lifelong Learning** and **Learning in Communities**
- **Learning**, **teaching** and **personalisation**
- **Networked knowledge repositories**, educational data, AI and data literacy
- Breaking up educational monopolies, competition in **(further) education**
- **Community Management** and New Work Design

Cooperation in public spaces and participatory processes

Design approaches for **public spaces** are inconceivable without online-supported communication; the **digital transformation** is increasingly becoming the framework for action of public administration and (social) participation. An increase in crisis situations is changing the role and **communication of politics** and its perception by the public. The **resilience** of authorities, public bodies and NGOs is becoming increasingly important.

- **Accessible** online services
- **Participation**, **co-construction** and **prosumption** in digital formats
- Competencies and framework conditions for **e-government**,
- **Sustainability** and **resilience** in the public sector

Hybrid application scenarios for collaborative interaction

Human-computer interaction is part of everyday life and often takes on social communication functions. Smart devices are our partners for the accomplishment of daily tasks. **Playful elements** in digital formats innovate parts of our everyday life in leisure, education, human resources development or organisational design.

- **User Experience**, **Usability** and **MobileFirst**
- **Augmented**, **virtual reality** and **mixed reality**, **hybrid** and **immersive experiences**
- new (interactive) visualisation possibilities of information and knowledge
- Gamification and **Game Based Learning**
- **Playful** Leadership und Playful Organization

Organisation and review

The conference is led by a group of researchers from the faculties of Education and Economics as well as the Media Centre of TU Dresden, with the kind support of Silicon Saxony e.V. As partner universities, the DGUV University of Applied Sciences (HGU), HTW Dresden, Dresden University of Applied Sciences and DIU Dresden are involved in the content and organisation of the 23rd GeNeMe. An international steering committee will be responsible for reviewing the German and English submissions.

Publication and indexing

All papers accepted as a result of the double-blind review will be published as a publication at TUDPress (with ISBN) and as an open access publication at QUCOSA and in the Digital Library of the GI. This applies equally to all submitted formats (except posters). Indexing takes place via SCOPUS and QUCOSA.

Participation fees

For the participation in the GeNeMe ff. fees charged (early bird): speakers 95 € / regular participants 195 €. The fees are reduced by 50% for online participation. A limited contingent is available for students at a price of 25 €. After the early bird deadline, all prices will increase by 25 €. All information on registration and the conference venue is available on the website.

Kontakt

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