Venue: DHMD & DIU

Venue for this year's conference GeNeMe 2019 is the Deutsches Hygiene Museum Dresden (DHMD), located in the center on the edge of the Großer Garten. For the pre-conference, the DIU invites you to the World Trade Center. At the high-tech industrial and research location in Dresden, the central location of both venues provides the ideal starting point for getting to know the culturally complex city of Dresden. As usual, at GeNeMe 2019 you will become part of an interactive conference community, where you not only exchange knowledge, but rather develop together with stakeholders from business, science and administration! In this respect: Bring your questions or current challenge with you!

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Organization and Review

The conference is managed by a group of scientists from the Faculties of Education and Economics as well as the Media Center of the Dresden University of Technology, with the kind support of Silicon Saxony Network. The colleges of DGUV (HGU) Bad Hersfeld, HTW Dresden, FH Dresden and the DIU Dresden as co-organizers ensure domain-specific and organizational competencies needed for a high quality 22nd GeNeMe conference. An international Steering Committee takes over the assessment of the German and English language submissions.

Registration Fees

Following fees are charged for participation in the GeNeMe (early bookers): Speakers € 95 / regular participants € 195 / students € 25 (limited quantity). After the early bird deadline all prices increase by 25 €.

Thematic Focus

Digitization is more than ever the top issue in business and science, and society in general! Infrastructures and competencies are at the forefront of many debates, and the question of which industry is next affected by digitization is not just driving executives around. Until recently, information technology innovations were associated with nerds, which is now a ecery day topic. We seem to have embarked on permanent change. But where does the journey actually go? Are large amounts of data a threat or an opportunity? Can we even process them or do we need fundamentally changed tools and methods – such as Visual Analytics, Virtual Reconstruction, Virtual Engineering?

Submissions

The following formats are invited

- **Research contributions**: 8–10 pages, usual scientific reviewprocess
- **Practical contributions**: 2–4 pages, assessment according to practical relevance
- **Student contributions**: 2–4 pages, evaluation based on typical criteria for higher education students work
- **Poster contributions**: A0 format, assessment according to scientific aspects.

All submitters will be assessed in the double-blind review and review comments are subsequently sent to the authors, regardless of acceptance or rejection. As a junior-oriented conference, this year we particulary invite students to submit contributions – both in the special category „student contributions" and in one of the other formats. Information on the format and the submission system can be found on our website: **www.geneme.de**

Deadlines

30.06.2019	Deadline for submitting contributions
31.07.2019	Notification of the authors
31.08.2019	Deadline for submission of accepted contributions

Contact

Telephone: +49 351 463-35011
E-Mail: geneme@mailbox.tu-dresden.de
www.geneme.de

GeNeMe '19
GEMEINSCHAFTEN IN NEUEN MEDIEN

www.geneme.de

Call for Papers

22nd
Workshop

ANNUAL CONFERENCE 2019
Dresden, October 09th–11th, 2019

GeNeMe 2019

GeNeMe stands for „communities in new media" addressing online communities at the interface or from the point of view of several disciplines such as computer science, multimedia or media technology, economics, education and information science as well as social and communication science. As a forum for the interdisciplinary dialogue between science and industry, the GeNeMe enables the exchange of experience and knowledge between participants from a wide range of disciplines, organizations and institutions. The following descriptions serve as orientation and can be understood as an open invitation to submit contributions.

In 2019, the conference will focus on the following topics:

Knowledge Communities

The digital transformation demands new business models. Knowledge-intensive work processes go hand in hand with online communication, and customers also become part of specific communities. Processes and structures not only in virtual enterprises have to be re-designed if not to be designed new at all. It is important to clarify whether production, processing and service can be separated in a digital economy and which specific sectors (logistics, security, healthcare, IT, etc.) are essential. Show us how to create knowledge Communities!

Keywords:
- Business Cases
- Learning- and knowledge Communities
- Community Studies

22.
Workshop

October 9th–11th, 2019
Dresden @DIU + DHMD

Augmented and Virtual Realities

The boundaries between the physical environment and virtuality are becoming increasingly blurred and in many cases no longer perceived separately. Applications guarantee hybrid experiences and mixed-reality concepts are being considered as promising scenarios for knowledge sharing in product development, multi-stakeholder communication or sales. What is your approach?

Keywords:
- Mixed-Reality-Technologies & Applications in Research, Teaching & Practice
- Augmented & Virtual Reality in (work place) learning
- Social Experience in Hybrid Environments
- NextGen technologies to support knowledge collaborationin research

Public Spaces

Design approaches for public spaces are inconceivable without online communication; digital transformation is becoming the framework of action of public administration. How is the interaction between different communities and actors from business, civil society and the public sector shaped during the administrative process? What about competences for eGovernment and the sustainability of cooperation in the public sector? Introduce your concepts!

Keywords:
- eGovernment and technologies of participation
- Digital transformation and its role for communities in civil society
- Citizens' Initiatives, political movements and Agile Publics

Architectures of Knowledge Cooperation

Knowledge exchange does not work without suitable architecture of knowledge collaboration. Learning in and with digital media is present and future. Knowledge cooperation and collaboration, also in education, takes place in virtual space. Not only is organizational digitization coming into focus, it's also about space and architecture itself. Multilocal innovation communities need platforms for their digital knowledge work in industry, science and education. Share your experience with us!

Keywords:
- Digital knowledge architecture
- Digital knowledge work, fluid approaches
- Systems and Architectures

Knowledge Creation & Information Visualization

More strongly than in previous years, the conference addresses issues of knowledge creation, not only in research. How can innovative knowledge stocks with the participation of different actors come about, which roles do individual contributions play and how can they be made visible to all participants? Negotiation of meaning requires a suitable visualization - beyond the learning of already known. Which practices do you use in business, science, education or administration?

Keywords:
- Science Technology Studies & Methodology
- Visual Dimensions (Literacy, Humanities)
- Analytics (Data Science, Business Intelligence, Learning Analytics)

Gamification & Motivation Design

Games are part of our everyday life, in leisure time, education, personnel development or organizational design. Everyday tasks are designed to be emotional and motivating, people get together and manage problems together or in competition. In principle, the development of communities and social networks is promoted or made possible by the application of user-oriented and experience-oriented design principles. Report on your practice or current scientific findings around gamification, preferably beyond entertainment!

Keywords:
- Interventios and cooperation design
- Game Thinking & Storytelling
- Game based learning

Human-Computer-Communication renewed

Without Siri and Alexa we seem lost. HCI is part of our everyday life, smart devices are usually perceived as a blessing. But what's next and are our fears justified? Are we actually at the beginning of a new era?

Keywords:
- Industry 4.0, Bots, digital change and autonomy
- Cooperation & hybrid communities
- Interfaces, User Experience Design, Usability Methods

Publication and Indexing

All contributions accepted for the conference as a result of the double-blind review will be published with TUDPress (with ISBN) as Open Access Publication on Qucosa. This applies equally to all submitted formats (except posters). The indexing is done via SCOPUS and QUCOSA.