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Organizing Committee

Abel Gomes, University of Beira Interior, PT
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Important Dates

Mar 10, 2014 Abstract/Paper submission
Apr 10, 2014 Author notification
May, 6 2014 Camera ready
May 6, 2014 Workshop registration
May 30, 2014 Late registration
Jun 30, 2014 Workshop date (to be confirmed)

Workshop Proceedings

An electronic version of the workshop proceedings would be available at the venue. Accepted papers will be published by Springer-Verlag's in a ICCSA'2014 LNCS conference proceedings volume. Authors of workshop best papers will be invited to submit an extended version of their contribution to be published in a special issue of International Journal of Trust Management in Computing and Communications (InderScience Publishers).

Submission

Authors are requested to first register electronically at <http://ess.iccsa.org/cgi-bin/login.py>. They should initially submit their abstracts electronically, followed by their paper in pdf format for evaluation.

Awards

NTTCM'2014 will give a "Best Paper Award" to the best paper presented in the workshop, and a "Best Student Paper Award" to the best paper whose main author is a student.

Contacts

Workshop secretariat nttcm@it.ubi.pt

Venue

The workshop will be held in the city of Guimarães in Portugal. The workshop format will be one day event that will take place between June 30 and July 3 in 2014 at Centro Cultural Vila Flor, as part of ICCSA'2014 14th International Conference on Computational Science and its Applications.

Scope

We are seeking papers describing innovative approaches in trust representation, modeling and processing. NTTCM'2014 will include technical aspects on how trust can be modeled and represented in computational environments, by addressing advances in the theory, design, implementation, analysis, and application of trust concepts. There is also interest in knowing how trust methodologies and concepts from different areas can be transposed and adapted in other fields scenarios by discussing the advantages and limitations of the different trust implementations currently being developed. Focus will be on new and emerging areas such as immersive environments, cloud services and information systems reliability, but also on insights from social sciences in cognitive developments and mediated computational interactions. We also would like to contribute to consolidate the field, by presenting and discuss emergent scenarios that would benefit from further integration of trust conceptualizations. We are particularly interested in papers that relate complementary trust methodologies, using conceptualizations from different contexts and backgrounds in the development of new and innovative computational trust models. We encourage original research contributions in trust representation, modeling and processing as well as practical developments and experimental results in trust and related topics.

Topics

Relevant topics included, but not limited to:

Online Services	Social and Cognitive Developments
Biological Models	Computational Conceptualizations
Social Networks	Theoretical Frameworks
Virtual Worlds	Management Models
Augmented Reality	Massively Multiplayer Online Games
Anonymity and Trust	Security Developments
Modeling in Networks	Digital Rights Management
Trust Computing	Reputation Models
Trust Algorithms	Practical Implementations
Holistic Trends	Ubiquity and Trust
Provenance and Trust	Information Systems Scenarios
Cloud Trust Issues	Immersive Environments
Critical Infrastructures	Human Computer Interfaces
Virtualization and Trust	Agents and Multiagent Systems

Formating Guidelines

Papers must be written in English, be no longer than 16 pages and follow Springer-Verlag Lecture Notes in Computer Science format. All papers that do not follow the layout specifications will be rejected. Simultaneous submission to other conferences or re-submission of previously published papers is not allowed.

Sponsors

