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Organizing Committee
Abel Gomes, University of Beira Interior, PT
Dulce Serralheiro, University of Beira Interior, PT
Rui Cardoso, Inst. Telecomunicações, PT

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 an ICCSA2014 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
Worship secretariat nttem2014@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 ICCSA2014 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. We also would like to contribute to consolidate the field, by presenting and discussing different aspects and scenarios that would benefit from further integration of trust concepts. We 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

Formatting Guidelines
Papers must be written in English, 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