

CALL FOR CONTRIBUTIONS

We solicit submissions of unpublished papers presenting research results, industrial experiences and applications, as well as detailed specifications of open problems.

Electronic submission is required. Full papers of no more than 10 pages (extended abstracts for industrial presentations only) should be submitted as PostScript, PDF, or Word files using the conference management system at

<http://www.i2cs-conference.org>

All submitted papers will be subject to a refereeing process by the program committee.

Continuing the tradition of former I²CS proceedings, contributions of I²CS 2005 will be published in the Lecture Notes in Computer Science series by Springer Verlag after the conference.

Submission deadline: **April 15, 2006**
Author notification: **May 1, 2006**
Camera-ready copies: **July 31, 2006**



CONFERENCE VENUE

The conference will be hosted by the University of Neuchâtel.

<http://iun.unine.ch>

Neuchâtel is a charming town located in the northwestern part of Switzerland in a beautiful landscape of lake and mountains. It is easily reached by train or car, and is connected with the international Geneva and Zürich Airports by hourly train connections.

<http://www.neuchateltourisme.ch>



6th International Workshop

I²CS

Innovative Internet



Community Systems

June 26-28, 2006
Neuchâtel
Switzerland

GOAL

More and more different types of applications have been using the Internet as a large distributed system in the past few years. Many challenging research problems have emerged with this recent development. Solutions to these problems require multi-disciplinary collaboration among researchers from different fields.

The goal of this workshop is to bring together researchers from various areas related to novel Internet Community Systems. Participants will have the opportunity to discuss the current state of the art and identify promising directions for research.



TOPICS

The scope of the workshop encompasses three complementary aspects of Internet Community Systems: theory, architectures, and information.

The topics include, but are not limited to, the following:

Theoretical foundations and models

- Small worlds and graph theory
- Distributed algorithms
- Game theory and economic models
- Self organization and self stabilization
- Distributed simulation models

Distributed architectures and applications

- Peer-to-peer and grid architectures
- Ubiquitous and pervasive computing
- Mobile and ad hoc networks
- Adaptive systems
- Distributed middleware

Information and knowledge management

- Information retrieval
- Content distribution
- Data and knowledge management
- Cooperative information systems
- Distributed ontologies

For more details, see

<http://www.i2cs-conference.org>

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- ❖ H. Unger, U Rostock, Germany

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