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Call for Papers

A Special Issue of Journal of Network and Computer Applications on

"Pervasive Social Networking (PSN)"

Important dates

Paper submission:
June 1st, 2016

Acceptance notification:
September 1st, 2016

Final papers:
October 1st, 2016

With the rapid growth of mobile computing and social networking, social network has extended its popularity from the Internet to mobile domain. Pervasive Social Networking (PSN) ensures social communications at any time and in any place with a universal manner. It supports on-line and instant (i.e., pervasive) social activities based on heterogeneous networks, e.g., Internet, mobile cellular networks or self-organized networks or other networking technologies. PSN holds such specific characteristics as intelligence for service provision, adaptability with network access and ubiquity on social communications. It is treated as one of killer applications in the next generation mobile networks and wireless systems (i.e., 5G). There are various applications over PSN. Typical examples include social chatting, gaming, rescuing, recommending and information sharing. Because group mobility is very common in modern life, PSN has become significantly valuable for mobile users, especially when they are familiar strangers and often appear in vicinity. PSN greatly extends our experiences of social communications. This special issue aims to discuss various aspects of PSN, explore key theories, investigate technology enablers, develop significant applications and innovate new solutions for overcoming major challenges in this exciting research area.

Topics of interest include (but are not limited to):

- Pervasive social networking enabler technologies and theories
- PSN platform establishment, system design and architectures
- D2D communications for PSN
- Applications of pervasive social networking
- Pervasive social behavior study and analytics
- Social data analysis and mining
- Security, privacy and trust in PSN
- Human-computer interaction in PSN
- Wearable computing and devices for PSN
- Mobile social communication and networking technologies
- Intrusion detection and unwanted content control in PSN
- Trustworthy and anonymous authentication in PSN
- Privacy-preserving social data search and process
- Social acceptance studies of PSN applications and services
- Crowdsourcing in PSN
- Modeling of social conventions and social contexts
- Social cognition and social intelligence
- Social group interaction, collaboration, representation and profiling
- Connected e-health in PSN
- Recommendations in PSN

Submission Format and Guideline

All submitted papers must be clearly written in excellent English and contain only original work, which has not been published by or is currently under review for any other journal or conference. A detailed submission guideline is available as "Guide to Authors" at
http://www.elsevier.com/wps/find/journaldescription.cws_home/622893/authorinstructions.

All manuscripts and any supplementary material should be submitted through Elsevier Editorial System (EES). The authors must select as "SI – PSN" when they reach the "Article Type" step in the submission process. The EES website is located at: http://ees.elsevier.com/jnca/

Requests for additional information should be addressed to the guest editor.

For more information
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