



July 20th – 23rd 2009
Vienna, Austria



Sponsored by IEEE Computer Society (Pending)

General Co-Chairs

Kwei-Jay Lin, *UC Irvine*
Heiko Ludwig, *IBM Research*

General Vice-Chair

Christian Huemer, *TU Vienna*

Program Co-Chairs

Birgit Hofreiter, *University of Vienna*
Hannes Werthner, *TU Vienna*

Program Vice Co-Chairs

Igor Hawryszkiewicz,
Univ. of Technology Sydney
Masanori Akiyoshi, *Univ. of Osaka*
Hong Cai, *IBM China Research Center*
Malu Castellanos, *HP Labs*
Kamal Karlapalem, *IIIT Hyderabad*
Christoph Lattemann, *Univ Potsdam*

Workshop Chair

Andreas Wombacher, *Univ. of Twente*

Publicity Chair

Philipp Liegl, *TU Vienna*

Publication Co-Chair

Thomas Setzer, *TU Munich*
Yue Zhang, *Microsoft*

Web Chair

Rainer Schuster, *TU Vienna*

IMPORTANT DATES

- **January 25, 2009**
Workshop proposals
- **February 1, 2009**
Submission deadline of
conference papers
- **April 15, 2009**
Notification of acceptance
- **May 15, 2009**
Camera-Ready copy of
accepted papers due
- **July 20, 2009**
Workshop program
- **July 21-23, 2009**
Conference program

Call For Papers

The 11th IEEE Conference on Commerce and Enterprise Computing (CEC'09) merges the two former annual conferences of the IEEE Computer Society Technical Committee on E-Commerce: the IEEE Conference on E-Commerce Technology (CEC) and the IEEE Conference on Enterprise Computing, E-Commerce, and E-Services (EEE) into a single, integrated conference. The conference provides a platform for researchers and practitioners interested in theory and practice of technologies for in E-Commerce and Enterprise Computing. The program of CEC'09 will consist of invited talks, paper presentations, and panel discussions. We invite submissions of high quality papers describing fully developed results or on-going work on the following topics relevant for electronic commerce and enterprise computing:

- **Commerce and Business System Architectures.** Design principles, methods, and technologies for developing enterprise architectures that support and reflect a company's business needs. Their focus may be on both, intra-organizational architectures (e.g., Enterprise Architecture, Enterprise Application Integration, etc.) as well as on inter-organizational integration (B2x, P2P integration and architectures).
- **Electronic Commerce Technologies.** Technologies reflecting the technical, organizational, and legal requirements of the different participants in electronic business transactions. These technologies support the phases of an electronic business transaction: planning, identification, negotiation, actualization, and post-actualization.
- **Business Process Management.** Enterprise Computing relies on effective business process management to meet a company's business goals. CEC'09 focuses on new approaches to intra- as well as to inter-organizational business processes for any stage of the business process life cycle: design, modeling, execution, monitoring, and optimization.
- **Business Intelligence.** Business intelligence (BI) refers to technologies, applications, and practices for the collection, integration, analysis, and presentation of business information. The overall goal is to assess the present state of a business and to prescribe a course of action.
- **Business Services.** Research in business services has become an emergent field addressing the alignment of business and IT, enabling optimized business operations. Business services and services computing investigate business modeling and consulting, service identification, service design, service modeling, service granularity, service development, and service.
- **Semantic Web and Ontological Engineering.** Enabling business applications to make use of semantic annotations for search and decision-making.
- **Mobile Business Applications.** The rise of mobile devices and ubiquitous connectivity raises the issue of integrating mobile and wireless technologies into electronic commerce and business system architectures.
- **Security and Trust.** The reliable protection of data from manipulation and theft through methods of security is one of the prerequisites for a modern Electronic Commerce and enabling technologies of particular importance.
- **Human Computer Interaction.** HCI concentrates on interactions between users and computers by making computers more usable and receptive to the user's needs, which has outstanding importance in enterprise systems due to its implications on cost of ownership, dealing with complex systems and very large scale.
- **Social Networks.** A social network is a virtualized structure of social relationships. With the rise of the Internet and Web 2.0 technologies in the enterprise, we solicit work on social network design enhancing creativity, information sharing, and collaboration amongst users in business environments.
- **eGovernment.** CEC'09 addresses the for-profit as well as the public sector



PAPER SUBMISSIONS

Authors are invited to submit original, unpublished research papers that are not being considered in another forum. Manuscripts will be limited to 8 (IEEE style) pages. Please follow the IEEE Computer Society Press Proceedings Author Guidelines to prepare your papers with 8.5" x 11", two-column format. Pre-submission of abstracts is optionally provided for authors one week before the paper submission deadline. At least one author is required to attend the conference and present the paper. Electronic submission of manuscripts (in PDF) is required. All papers selected for this conference are peer-reviewed and will be published in the regular conference proceedings by the IEEE Computer Society Press.