



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 Liechtenstein
Hannes Werthner, *TU Vienna*

Program Vice Co-Chairs

Igor Hawryszkiewicz,
Univ. of Technology Sydney
Masanori Akiyoshi, *Osaka Univ.*
Hong Cai,
IBM China Development Lab
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-Chairs

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

Web Chair

Rainer Schuster, *TU Vienna*

IMPORTANT DATES

- **January 25, 2009**
Workshop proposals
- **February 15, 2009**
March 8, 2009
Submission deadline of conference papers
- **May 1, 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) results of a merger of the two annual flagship 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). Given its new title, the conference provides a platform for researchers and practitioners interested in theory and practice of technologies to be used 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. We seek for papers on 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 (e.g., B2B integration, B2B architectures, B2C system architectures, etc.). Furthermore, important aspects of enterprise and business architectures correspond to the integration of middleware and legacy systems.

Electronic Commerce Technologies. The different technologies reflect the technical, organizational, and legal requirements of the different participants in electronic business transactions. These technologies support one or more of the phases of an electronic business transaction: planning, identification, negotiation, actualization, and post-actualization. They may support business transactions between enterprises, customers, and/or administrations.

Business Process Management. Enterprise Computing more and more relies on effective business process management to optimize business processes in a way to meet a company's business goals such as financial targets. CEC'09 focuses on new approaches to intra- as well as to inter-organizational business processes for any stage of the business process management life cycle: design, modeling, execution, monitoring, and optimization.

Business Intelligence. In order to support a better business decision making, 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. Decision Support Systems (DSS) provide historical, current, and predictive views of business operations, most often using data that has been gathered into a data warehouse or a data mart.

Business Services. Research in business services has become an emergent field addressing the alignment of business and IT allowing smoother business operations. Business services and services computing investigate business modeling and consulting, service identification, service design, service modeling, service granularity, service development, and service deployment in order to create valuable and sustainable business services. Business services are not limited to technical issues only, but also cover methods to reflect business needs in a successful service design.

Semantic Web and Ontological Engineering. Classic business applications do not support context sensitive search mechanisms, dynamic service composition, and service mediation. Semantic Web technologies aim at overcoming these limitations.

Mobile Business Applications. With the rise of mobile devices such as smart phones and personal digital assistants it became possible to interact and communicate at any time and nearly any place all over the world. One of the major research questions is the integration of mobile and wireless technologies in the field of 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. In the field of Government and Public Services the electronic identification of the different actors (persons, organizations, administrations etc.) is 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. In order to minimize the barrier between human's cognitive model of what they want to accomplish and the computer's understanding of the user's task, new design methodologies, hard devices, and software must be developed. An emerging aspect is the end-to-end human interoperability in large scale systems.

Social Networks. A social network is a virtualized structure of social relationships. With the rise of the Internet and Web 2.0 technologies, social networks are more and more supported by electronic means. Of particular interest are methods for social network design enhancing creativity, information sharing, and collaboration amongst users in business environments.

eGovernment. CEC'09 is not limited to solutions for enterprises but also considers approaches for the public sector. eGovernment concentrates on the delivery of improved service to citizens and businesses through electronic channels. Thereby, eGovernment solutions will combine both policy and technology issues.

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.

BEST PAPER AWARD

The best research paper and the best student paper will receive a best paper award.

Sponsors



Commerce/Business System Architectures

- Business Collaboration Architecture Design, Modeling, Analysis, Development
- Business-to-Business Integration Principles
- Enterprise Architecture Design, Modeling, Analysis, Development
- Enterprise Modeling and Application Integration Services, e.g. Enterprise Service Bus
- Enterprise Architecture Design Principles
- Intra-organizational Interface Design Principles
- Architecture Quality Measurements
- Legacy System Integration

Electronic Commerce Technologies

- Metering and measurement of services, billing, revenue sharing, compliance, reliability/trust
- Payment protocols, identity management,
- SFA, CRM, recommendation systems, context aware services, user behavior modeling
- Coordination/optimization in supply chain, inventory management, auctions and other forms of negotiation, pricing, contracting, EDI
- Representation of exchanged business, representation of business transaction relevant meta data

Business Process Management

- Business process modeling languages and methods
- Business process execution and workflow systems
- Business process simulation and monitoring
- Business Process Life Cycle Management
- Inter-Process Coordination
- Business Process Evolution and Adaptive Business Processes
- Business Process Metadata
- Business Process Composition

Business Intelligence

- Process and Data Mining
- Business Activity Monitoring
- Measuring Enterprise Performance
- Data Integration Solutions
- Enterprise Reporting Strategies
- Business Intelligence Platforms and Infrastructure
- Business Intelligence Clients and Applications
- Data Warehousing

Business Services

Business/IT Alignment
Business Service Analysis, Strategy, Design, Development and Deployment
Service Identification, Modeling, and Granularity
Service Revenue Models
Service Engineering/Development Methods
Service-oriented Business Modeling
Software as a Service, Service as a Software

SemanticWeb / Ontological Engineering

- Languages, tools and methodologies for representing and managing business data
- Ontological engineering of business applications
- Semantic reasoning about business data
- Information extraction for business applications
- Search, query, analysis, and integration of business data

Mobile Business Applications

- Mobile security
- Mobile commerce models
- Agents for mobile systems
- Middleware for mobile computing
- Mobile service composition, management, and delivery
- Location based business applications

Security and Trust

- Unified Threat Management
- Security Methodologies for SMEs
- Risk analysis and security policies
- Security protection for business applications
- Spyware and Spam-Protection
- Phishing Protection and Prevention
- Regulatory compliance
- Profiles and data protection mechanisms

Social Networks.

- Identity management
- Recommender systems
- Software agents for social networks
- Social network design
- Social organization and control in social networks
- Issues and solutions for knowledge construction with social networks

Human Computer Interaction

- HCI and the Management of Information (e.g. Business integration, Collaborative work, Data visualization, Interactive Learning)
- Universal Access in HCI (Access to eServices, Access to mobile interaction, Development methods, Internationalization, Standards in HCI)
- Analysis and Design Methods (Graphical user interface, Intelligent and agent systems)
- End-to-end user interoperability

eGovernment

- One-stop-services
- IP-issues
- eGovernment Interoperability / Data sharing
- Security and privacy issues in the public domain

General Topics

- Case Studies in Commerce and Enterprise Computing
- Reference Models for Commerce and Enterprise Computing

