

# Web2Touch 2020-2021: Semantic Technologies for Smart Information Sharing and Web Collaboration

Conference Track @ 29<sup>th</sup> IEEE WETICE 2020-2021

Biarritz, France, June 09-11, 2021

<http://web2touch2020.gear.host/index.html>

## Objectives

Web2Touch (W2T), since its early days, is committed to bringing solutions for collaborative work using the Web. New advances in Web-based systems are the driver for changes in cooperative activities, such as risk and cybersystems management, or smart environments, where human activities are more and more performed via the internet and the Web. Web practitioners, users and applications exploit, in rapidly varying ways, the richness of the Web to support the user activities. Based on these considerations, the Web2Touch track tackles knowledge and data sharing based on software engineering, on artificial intelligence, and on methods for Knowledge Organization Systems (KOS) (e.g. ontologies, taxonomies, etc.). The focus of the track is on information creation, maintenance, disambiguation, interlinking, veracity and security. Reasoning and deep learning techniques are also considered, since these lead to better decisions or awareness of events. W2T deepens the concept of “working together” by exploring decision support assistance, collective intelligence, semantic search, smart environments, intentions-based analysis, and other collaborative-based ways for problem solving. W2T aims at exploring the state-of-the-art on these topics and users’ practical experiences, as well as trends and research, paving the way for future collaborative approaches to knowledge engineering and sharing.

*In the previous editions of W2T, which started in 2007, best papers were published in International Journals, such as Journal of Web Portals (2011 and 2013), Concurrency and Computation and Collaborative Enterprise (2013), Future Generation Computer Systems (2015 and 2016), and Springer Nature Computer Science (2019).*

## Topics Covered

W2T concerns improvements obtained through enhanced organization and management of knowledge. Examples are models and tools to represent dynamic changes in shared information, smart (context-aware) Web applications, and new domains of application of semantic techniques, such as Industry 4.0, Big Data, social networks, Internet of Things, enhanced connectivity, and mobile technologies. W2T is also about practical experiences in both well established and emerging interdisciplinary applications, including eHealth, smart cities, smart companies, entertainment, eLearning, education, and digital agriculture. Contributions addressing one or more of the following topics are expected:

- Ontologies and Knowledge Graphs
  - Ontology tools, ontology engineering, reuse and integration
  - Knowledge Graph expansion, enrichment, and validation
  - Knowledge and data quality assessment
  - Data profiling and axiom discovery
  - Knowledge and Data provenance
  - Knowledge and Data veracity
- Semantic sharing and collaborative knowledge management
  - Data integration and interlinking from and across different sources and formats/semantics including big Web data, linked open data, crowdsourced data, social data, knowledge networks data
  - Crowdsourcing techniques for semantic collaboration
  - Use of semantics in mobile Web, wearable and edge computing, and cross-device content management and delivery
  - Semantic annotations, ‘semantifying’ collaborative Web sources and Semantic technologies for information Extraction Transformation and Loading (ETL)
- Collaborative semantic Web techniques and applications
  - Experiences and best practices in semantic Web support for collaborative work and business
  - Semantic techniques for cultural progress and community involvement
  - Collaborative semantic Web in interdisciplinary applications such as Web science, eHealth, education, entertainment, smart environments, smart factories in the Industry 4.0, and digital agriculture
  - Privacy, security and safety in smart environments (cybersecurity and risks in cybersystems).
- Experiences analyzing publicly available datasets, such as: Computer Science Education (e.g., Blackbox, Engage-csedu), MOOC (e.g., Coursera, EdX), Computer Virology (e.g., Genoma, Drebin), Healthcare, Bioinformatics (e.g., Dream Challenges)

## Important Dates

### First-round process:

- ♦ Deadline submission (extended): March 22nd, 2020
- ♦ Notification to authors : April 25th, 2020
- ♦ Camera ready submission : May 5, 2020
- ♦ Early registration : Before September 10, 2020
- ♦ Conference: June 09-11, 2021

### Second-round process:

- ♦ Deadline submission (extended): July 22, 2020
- ♦ Notification to authors : August 15, 2020
- ♦ Camera ready submission : September 10, 2020
- ♦ Early registration : Before September 10, 2020
- ♦ Conference: June 09-11, 2021

## Chairs

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## **Paper Submission**

Papers submitted to W2T 2020 must be written in English, formatted according to IEEE WETICE 2020 formatting instructions, and submitted in PDF format. Papers should be up to six (6) pages long (including figures, tables and references). Paper should contain original contributions *not published or submitted elsewhere*. Papers have to be submitted through the EasyChair system <http://web2touch2020.gear.host/>. Consider [olgafernanda@gmail.com](mailto:olgafernanda@gmail.com) and [mariagrazia.fugini@polimi.it](mailto:mariagrazia.fugini@polimi.it) for your questions.