



InterSymp-2011

23rd International Conference on Systems Research, Informatics and Cybernetics
(August 1st to 5th, 2011 Baden-Baden, Germany)

First Call for Paper for:

**Special Focus Symposium on
11th ICESKS: Information, Communication,
Economic Sciences and Art in the Knowledge Society**

Tuesday, August 2nd, 2011

JOINT SYMPOSIUM CHAIRS

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IIAS - The International Institute for Advanced Studies in Systems Research and Cybernetics &

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Focus of the Symposium 11th ICESKS - Information, Communication, Economic Sciences and Art in the Knowledge Society

Symposium's purpose

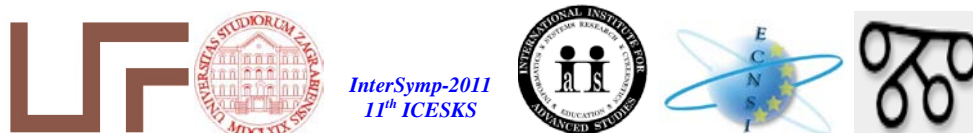
The aim of the Symposium is to bring together experts in Information, Communication, Economic Sciences and Art with a different background to discuss the current developments in the Knowledge Society. The changing landscape involves quite complex issues not so easy to grasp by an individual expert. Symposium is an annual international conference which provides an international forum for researchers and professionals to share their knowledge and to report new advances on all topics related to knowledge systems and advanced information systems, also. The conference program focuses on knowledge systems and advanced information systems, including their theoretical foundations, infrastructure, enabling technologies and emerging applications. Furthermore, the aim is not to go into details of technical issues, but to discuss the complexity at level that is understandable to non-experts and enables the discussion of Knowledge Society complexities to the mutual benefit of all participants. Papers accepted by two independent reviewers will be published in the Conference Proceedings. The conference intends to attract professionals, students and academics alike.

The Situation

Information, technology and communication processes with economics and Art are the basics for modern knowledge society development. We are living in the era of digitalization which will surely cause changes to mankind on individual and social level. Though, we are still seeking to maintain development, social sensibility, eco consciousness, ethics and quality. The paradigms in modern economy and finance are on the brink to change (cf. Ross 2005): the major assumptions of neoclassical finance are obviously not consistent with the facts and figures characterising reality grasped by the data and methods available today. Two aspects need to be addressed: the one is the decision-making based on the rational man assumption and the other is the no arbitrage assumption. The first ignores the circumstances caused by the decision-making by individuals; the necessity to regard these behavioural aspects led to behavioural finance. The importance of behavioural/psychological aspects was already underlined by scholars like von Hayek a long time ago. Von Hayek's arguments, however, suffered from the absence of a formal treatment. The eschewal of formal tools also endangered the behavioural finance approach. Discrete choice models do offer a methodology to treat psychological aspects formally. The no arbitrage assumption ignores the existence of and the effects generated by markets: the major deficiencies might be characterised by the neoclassical procedure to search for arbitrage opportunities by methods that are grounded on the assumption that arbitrage opportunities do not exist. The importance of markets has been known long before the predominance of the neoclassical paradigm. The appropriate term has been catalactics – quite in use since the 1920s – and has been rediscovered by those dissatisfied with the shortcomings of the neoclassical theory. We apply the term catalactics, even if our call is meant to encourage particularly, but is not limited to, the submission of papers addressing both aspects with a combined methodology. The life on the Earth was and will be put under limits of mutual relationship, interaction, transaction and by creating networks. Co-orientation is helping us to bring more and more communication events in synchrony. If the synchrony increases in the narrower area within the shorter time pattern, it is likely to expect it will continue to expand into whole society. Information, communication, ICT (Information and Communication Technology) with economy and other technology and knowledge will be circularly connected, and globalization processes will accordingly influence their development. Possibly, it will not be like that? Does globalisation mean disappearance of the individuality or not? Does the globalisation intensify individual consciousness? How are globalization process related to knowledge society? What are the relations among information technology, networking and stakeholders? What is virtual knowledge? Who created the virtual knowledge - the interdisciplinary teams or «knowledge workers»? What are the positions of e-business, e-communication and e-knowledge in a networked world? What kind of influences does the digitalization make on social processes in the society? Is it possible that communication affairs synchrony creates the procedures and standards of symbolic global communication? What is going on with the dynamics of education within distance learning, lifelong learning, management education and training, informal learning? How shall we navigate economy, information and communication complexity in the modern knowledge society? What is modern interactive agent-based modelling of dynamic market processes? How to do human learning and decision-making on markets? What is the emergent impact of market microstructure on market outcomes? Which are non-equilibrium asset pricing with evaluation of discrete activities, etc.? A science- and art-based study on the following subject: educational and communications aspects of the virtual reality, etc...

At least **four issues** could be differentiated. They are of course intertwined:

Firstly, a more technological issue: Wrapping the huge amount of ICT data into XML based mark-up languages thus achieving the data processing speed required. Standardization is a necessary precondition. A science- and art-based study on the following subject: educational and communications aspects of the virtual reality. However standards are as good as far as they are accepted by the knowledge society. What is the relation to relevant ISO standards that are proposed too? Will there be a convergence to unique standards in the modern knowledge society? Secondly, a more regulatory issue: The regulatory bodies in the modern knowledge society have to provide rules and regulations that ascertain fair working and living. Various regulatory bodies have to fix the data and information (or knowledge) that is appropriate to determine the best working and living environment in the modern knowledge society. The evaluation could be refined when relying on the complete or incomplete set of data and information (or knowledge). The switch from the investigation of the data and information (or knowledge) to the investigation of the modern knowledge society models will provide more reliable picture about the modern knowledge society performance. Computerized and other artificially established rules enable best knowledge society environment surveillance. Computerized and other artificially established analytical models have the big advantage that the surveillance of the best





working and living environment in the modern knowledge society has been possible quite reliably. It is an open question until now, which data and information (or knowledge) describing the real modern knowledge society situation has to be included in the model that is necessary to evaluate best practice. Recent remarks of the various regulatory bodies and practice indicate that the more data are implemented the more reliable the result seems to be. Thirdly, which data and information (or knowledge) should be exploited by models to make working and living environment in the modern knowledge society as sustainable as possible? Event data and information (or knowledge) relies on the causal structure of individual model events. The prevailing procedures in modelling the modern knowledge society environment seem to rely on pure statistical figures, mainly correlations, but they have to be extended into more reliable cause and effect structures. Fourthly, which data and information (or knowledge) structure gives an exchange a competitive edge to attract the best modelling practice in modelling the modern knowledge society environment? Those models which have the most advanced techniques both with regard to speed of data and information (or knowledge) processing and modern knowledge society environment matching will succeed.

The issues to be discussed

Regarding these explanations, papers dealing with a broad range of topics related to the general issues sketched above are welcome. The following list is a guideline, but not exhaustive. Today, we are witnessing that companies' success is not measured only by profit. The following issues should be related as well: Information & Knowledge Management; Information Systems & Network Centric Concepts and Solutions; Decision Support Architecture & Information and System Assurance; Cyber Attacks & System Engineering Technologies; Security and Quality of Service Issues; Ontology and Taxonomy in Knowledge systems with Semantic Interoperability; Modelling and Simulation & Web Technology, Platforms and Portals; Hypertext, Hypermedia and Multimedia; Human factors & Resource Management; Technology Demonstration, Standards and Interoperability; Knowledge and Data Engineering; Data Sharing and Warehousing; Learning and Adaptation; Knowledge Discovery and Data Mining; Software re-engineering & Human-computer Interaction; Data and Knowledge Visualization; Navigating organizational complexity with communication and ICT managers; Tangible outcomes from managing intangibles; Dynamics of organizational change, business ethics and communication culture; Navigating organizational and social changes with developing human character; The influence of co-orientation, integration, transaction and interaction process within the organization on communication modalities; Shall globalization process not create information and communication chaos in a networked world(?); The changing role of economy, information (ICT) and communications technology; What is to role of social communication structures in disseminating knowledge across various sections of society in order to enable its development into knowledge society? How far has an equal and universal access to knowledge been ensured to all sections of the contemporary society (in different countries, including Croatia)? What communication competences still need to be developed by different social segments (academic community, economic entities, and governmental bodies, civil society) in order to ensure smooth establishment of knowledge society? Which steps still need to be taken in national legal systems and governance in order to satisfy preconditions for the implementation of the European Communication Policy?

Call for Papers

Papers that address any of the above listed issues are invited. Participants who wish to present a paper are requested to submit two copies of an Abstract (up to 200 words) as soon as possible, but not later than March 30, 2011. An abstract of approximately 200 words should be submitted for evaluation, and all proposals will be judged on the basis of their scholarly quality, originality and potential for further discourse. Notification of acceptance will be sent to authors by April 9, 2011. The full papers, not to exceed 5 single-spaced typed pages, should be submitted with photo-ready copies of artwork by May 9, 2011. All submitted papers will be refereed. Those selected will be scheduled for presentation and published in Conference Proceedings. Abstracts may be submitted electronically (Microsoft Word preferred) or by mail not later than March 30, 2011 to:

Joint Symposium Chairs



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Review Process and Conference Proceedings

All submitted abstracts will be peer-reviewed. Final papers should not exceed 5 single-spaced typed pages prepared according to the Instruction to Authors given at the website <http://www.iias.edu> and <http://www.ecnsi.hr>. All selected and presented papers will be published in Conference Proceedings.

Important Dates

Abstract due:	March 30, 2011
Notification of acceptance:	April 9, 2011
Final paper due (not to exceed 5 single-spaced typed pages):	May 9, 2011

Further details on InterSymp-2011 are available at <http://www.iias.edu> and <http://www.ecnsi.hr>

SCIENTIFIC - ART PROJECTS EXAMPLE

A science- and art-based study on the following subject: educational and communications aspects of the virtual reality of RPG (RPG – Role playing game)

The pilot-project establishes science- and art-based research of information, communications (language, visual, etc.), and the educational aspects of the RPG virtual reality. The research will - regarding its contents and the methodology - concern (with scientific and artistic works) the mentioned aspects of the virtual reality of the RPG with its particularities. The aim is to scientifically and artistically examine the visual identity of the popular RPG virtual culture by creating practical art and designer objects as imaginative artifacts (cultural items) part of the RPG virtual arena. The significance of the artistic shaping of such artwork stems from the need for a definition of the visual identity code as well as the establishment of a general information-communications identity (a personal and a collective one) and in this RPG reality, with genre features. An artistic realization of this kind embodies what has so far existed as almost a virtually present subculture of “gaming”, and “fantasy”, SF and similar specific existing forms of this kind. The goal is not to copy the existing, but to fathom the conception of new visual identities and offer original solutions to the whole visual experience contained in the virtual, and hence to define ways in which this segment of the RPG virtual reality functions. Along with the creation of specific artworks, conceptual artworks in various painting and drawing techniques will be created – as part of the preparation research and conception of the visual expression inherent to the RPG virtual reality. The effects of information on RPG toward creating the creative potential of individuals, toward drawing together individuals over common tasks helping the development of creative capacities, and RPG having the capacity to direct the youth toward more creative professions and in that way swaying Croatia closer to global trends – all this will be examined. The aim is to establish information and educational peculiarities of RPG as actualization and motivation factors and as a specific virtual-simulation environment, and to define specific practical models as well as to problematize the influence of specific educational models on targeted students’/ participants’ age-groups or educational levels.

Key words: education, communication, virtual reality, scientific-artistic examination, game, role-playing, RPG (Role playing game)



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