

Editor's Introduction to the Special Issue

e-Society

1 Introduction

This special issue of the Informatica Journal has extended versions of best papers from the e-Society 2006 conference (<http://www.esociety-conf.org>) co-organised by IADIS – International Association for Development of the Information Society and Trinity College. The e-Society 2006 conference was held in Dublin, Ireland and was a great success.

The IADIS e-Society 2006 conference aimed to address the main issues of concern within the Information Society. This conference covered both the technical as well as the nontechnical aspects of the Information Society. Broad areas of interest were eGovernment /eGovernance, eBusiness / eCommerce, eLearning, eHealth, Information Systems, and Information Management. The IADIS e-Society 2006 Conference had 273 submissions from more than 36 countries in seventy-two topics in all. The papers in this issue represent some of the outstanding papers received during the conference and have been extended for this special issue.

2 Overview of the Issue

The e-Society is comprised of several areas. The areas mentioned in this special issue make a contribution for the so called e-Society and the papers mark advancements and progress in its respective fields leading way to a more and more elaborate e-Society. Current papers have been selected among more than 273 submissions from the referred conference and especially from the Information Systems and Information Management areas.

The special issue comprises nine papers in several areas that contribute to the e-Society:

- Enterprise architectures and integration;
- Computational trust and content quality;
- Ubiquitous Computing and RFID;
- Collaborative learning and web communities;
- Electronic Business and CRM;
- Mobility and location-based services (LBS);
- Collaborative learning and intelligent tutoring systems;
- Web security;
- Online security.

The first paper from Amjad Umar, named "Intelligent Decision Support for Architecture and Integration of Next Generation Enterprises" describes an intelligent decision support environment that uses patterns, best practices, inferences, and collaboration for enterprise architecture and integration projects. The referred environment consists of a set of intelligent advisors that

collaborate with each other in a fashion similar to a team of consultants who are working on an integration project.

The second paper from Pierpaolo Dondio and Stephen Barrett, titled "Computational Trust in Web content quality: a comparative evaluation on the Wikipedia Project" presents a method to predict Wikipedia articles trustworthiness based on computational trust techniques and a deep domain-specific analysis. Authors' assumption is that a deeper understanding of what in general defines high-standard and expertise in domains related to Wikipedia – i.e. content quality in a collaborative environment – mapped onto Wikipedia elements would lead to a complete set of mechanisms to sustain trust in Wikipedia context. Several experiments are presented to exemplify the concept.

The third paper from Hans Weghorn, Hans Peter Großman, Dieter Hellwig, Cahya Kusuma Ratih, Andreas Schmeiser and Heiko Hutschenreiter, titled "Mobile Ticket Control System with RFID Cards for Administering Annual Secret Elections of University Committees" presents a technical solution using a prototype mobile phone, which is equipped with a communication module for contact-less information exchange with the student ID in order to provide a voting administration service. The presented system assures confidentiality, with this mobile vote administration system of Ulm University.

The fourth paper from Stephan Lukosch, titled "Facilitating shared knowledge construction in collaborative learning" presents the web-based collaborative learning platform CURE, used by the German distance learning university to support different collaborative learning scenarios. The paper reports on extensions to CURE that were designed to foster shared knowledge construction and allow learning in a entertaining way. These extensions were developed in a participatory process with the students.

The fifth paper from Andreas Meier and Nicolas Werro, titled "A Fuzzy Classification Model for Online Customers" proposes a fuzzy classification model, in which, customers with similar behaviour and qualifying attributes have similar membership functions and therefore similar customer values. The paper illustrates how webshops can be extended by a fuzzy classification model. This allows webshop administrators to improve customer equity, launch loyalty programs, automate mass customization and personalization issues, and refine marketing campaigns to maximize the real value of the customers.

The sixth paper from Jörg Lonthoff and Erich Ortner titled "Mobile Location-Based Gaming as Driver for Location-Based Services (LBS) – Exemplified by Mobile Hunters" introduces MLBG and the adventure game "Mobile Hunters" – an implemented MLBG that uses the

currently available cellular phone network to create a virtual playing field that represents the real world. This innovative way of playing proves to be a helpful step towards context-based value-added services.

The seventh paper from Eliane Pozzebon, Janette Cardoso, Guilherme Bittencourt and Chihab Hanachi titled “A Group Learning Management Method for Intelligent Tutoring Systems” proposes a group management specification and execution method that seeks a compromise between simple course design and complex adaptive group interaction. This is achieved through an authoring method that proposes predefined scenarios to the author. These scenarios already include complex learning interaction protocols in which student and group models use and update are automatically included. The method adopts ontologies to represent domain and student models, and object Petri nets to specify the group interaction protocols. During execution, the method is supported by a multi-agent architecture.

The eighth paper from Carsten Maple, Geraint Williams and Yong Yue, titled “Reliability, Availability and Security of Wireless Networks in the Community” reviews wireless network protocols, investigates issues of reliability, availability and security when using wireless networks. The paper, by use of a case study, illustrates the issues and importance of implementing secured wireless networks, and shows the significance of the issue. The paper presents a discussion of the case study and a set of recommendations to mitigate the threat.

The ninth and last paper from Graeme Pye and Matthew J. Warren titled “A Model and Framework for Online Security Benchmarking” is also on security and proposes a benchmarking framework to guide both the development and application of security benchmarks created in the first instance, from recognized information technology and information security standards and then their application to the online security measures and policies utilized within online business. Furthermore, the benchmarking framework incorporates a continuous improvement review process to address the relevance of benchmark development over time and the changes in threat focus.

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