



Organization

General Chairs

Manolis Wallace
Yannis Velegarakis

Steering Committee

Ioannis Anagnostopoulos
Mária Bieliková
Sébastien Laborie
Phivos Mylonas
Nicolas Tsapatsoulis
Manolis Wallace

Web Chairs

Panos Bougas
Phil Pappas

Publicity Chair

Sébastien Laborie

Special Session Chairs

Charalampos Doukas
Carlos Pedrinaci

Proceedings

Accepted papers will be published by IEEE in IEEEXplore.

Important Dates

Paper submission

June 12, 2015

Notification

August 24, 2015

Camera-ready/registration

September 11, 2015

Workshop

November 5-6, 2015

The Semantic and Social Media Adaptation and Personalization (SMAP) workshop is the evolution of the Semantic Media Adaptation and Personalization initiative, which was founded back during the summer of 2006 in an effort to discuss the state-of-the-art, recent advances and future perspectives for semantic media adaptation and personalization. As the Social Web is nowadays a new, innovative reality becoming more and more important, the scope of the workshop has been extended to social aspects, seeking to bring together researchers and practitioners from both the Social and Semantic Web communities, under the umbrella of the media adaptation and personalization domain.

Topics of interest include but are not limited to:

- Content creation, annotation and modelling for semantic and social web
- Semantics-driven indexing and retrieval of multimedia contents
- User modelling and dynamic profiling
- Ontologies and reasoning
- Uncertainty in semantics
- Semantics-based recommender systems: theory and applications
- Web adaptation methods and techniques
- Content customization and adaptation
- Semantic context modelling and extraction
- Context-aware multimedia applications
- Semantics and the Internet of Things
- Adaptive and personalized multimedia summaries
- Multilingual content navigation
- Social multimedia tagging and multimedia content communities
- Intelligent personalized interfaces
- Multimedia standards
- Hybrid social and semantic approaches to profiling, recommendation, adaptation
- Social multimedia applications (livecasting, audio-video sharing)
- User-generated content mechanisms
- Adaptive / Personalized conversational media
- Social and semantic media collaboration platforms (e.g. semantic wikis)
- Social web economics and business
- Social network aggregation
- Privacy/Security issues in Social and Personalized Media Applications
- Social data analytics
- Social data mining
- Privacy preserving data mining and social networks

