



International Journal of People-Oriented Programming (IJPOP)

ISSN: 2156-1796; EISSN: 2156-1788

Established 2011; Published Semi-Annually

Editor(s)-in-Chief: Steve Goschnick (Swinburne University, Australia)

While the **International Journal of People-Oriented Programming (IJPOP)** is cross-discipline in range, the focus is on empowering individuals to conceptualise, design, program, configure and orchestrate Internet-powered mashups, game mods, aggregate and structure personal media and build standalone cloud-based and client-side applications (on smartphones, netbooks, laptops, desktops, home networks and novel appliances) into self-fashioned tools and products that ultimately suit the user's own unique needs and aspirations. Articles published in IJPOP deal with the composition, development and customisation of products for oneself, upon theory, concepts, techniques, methodologies and ultimately tools that service a market of one. This journal presents the latest papers from experts in all aspects of the People-Oriented Programming (POP) paradigm.

Individual Price:

Print: US \$275.00

E-Journal: US \$275.00

Print + E-Journal: US \$330.00

Institution Price:

Print: US \$765.00

Online Access: US \$765.00

Print + Online Access: US \$925.00

Prices are subject to change without notification.

Topics Covered:

- Activity theory and modeling
- Agent meta-models, mental models
- Alert filter and notification software, automated task assistance
- Augmented reality, augmented interaction
- Automating personal ontologies, personalized content generation
- Client-side conceptual modeling
- Computational models from psychology
- Context-aware systems, location-aware computing, ubiquitous computing
- Cultural probes, self-ethnography
- End-user composition, end-user multi-agent systems
- Game development support tools
- Game mods, game engines, open game engines
- Home network applications
- Human-centered software development
- Interface generators, XML-based UI notation generators
- Interface metaphors
- Life logs, life blogs, feed aggregators
- Mashups, mashup tools, cloud mashups
- Model-driven design, didactic models, model-based design and implementation
- New generation visual programming
- People-oriented programming (POP)
- People-oriented programming case studies
- Personal interaction styles, touch and gestures
- Personal ontologies and taxonomies
- Personalization, individualization, market of one
- Personalized learning
- Personas and actors
- Real-time narrative generation engines
- Role-based modeling

SUBMISSION INFORMATION

Prospective authors should note that only original and previously unpublished articles will be considered. Interested authors must consult the journal's guidelines for manuscript submissions at www.igi-global.com/publish/resources prior to submission. All article submissions will be forwarded to the Editorial Review Board for double-blind, peer review.

All submissions and inquiries should be directed to the attention of:
Steve Goschnick, sgoschnick@swin.edu.au

www.igi-global.com/submission/submit-manuscript/



www.igi-global.com

Email: marketing@igi-global.com

Phone: 717-533-8845 x100

Toll Free: 1-866-342-6657

Fax: 717-533-8661 or 717-533-7115