International Journal of Virtual Communities and Social Networking (IJVCSN)

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Virtual communities and social networking are changing our social and work environments. The International Journal of Virtual Communities and Social Networking (IJVCSN) provides a forum for researchers, practitioners, and users to study and discuss technical, social and legal issues in this fast changing environment. IJVCSN strives to be an inter-disciplinary journal that draws upon research from different fields such as information systems, computer science, sociology, and psychology.

Topics Covered:

- Business Implications
- Business Models
- Collaborative work in virtual environments
- Computer-based simulated environments
- Copyright issues
- Cross-cultural issues in virtual communities and social networks
- Cross-cultural studies
- Cultural Issues
- Culture in social networks
- Culture in virtual communities and social networks
- Design issues
- Design of peer-to-peer networks
- Design of virtual communities
- E-learning models
- Economic impact of virtual communities
- Effectiveness of virtual environments and social networks
- Game Design
- Hardware and software
- Human computer interfaces, virtual communities, and social networks
- Individual behavior and group dynamics in virtual communities
- Knowledge management models
- Mobile technologies and HCI
- Models for virtual communities
- Multi-cultural environments
- Peer-to-peer networks
- Platforms
- Political impact of virtual communities
- Privacy and Security
- Privacy issues
- ROI in business-oriented virtual communities
- Service quality of virtual community and social networking sites
- Social and cultural issues
- Social impact of virtual communities
- Social Issues
- Social issues in virtual communities
- Social models
- Social network analysis
- Social Networking
- Social relationships
- Social Structures
- Success of virtual environments and social networks
- Technological issues
- Technology in virtual environments and social networks
- Technology-based models
- Trust in communities
- Trust issues
- User friendly interfaces
- Virtual communities for gaming
- Virtual Worlds
- Web services, SOA, and Web 2.0
- Wikis and blogs