



International Journal of Social Media and Online Communities (IJSMOC)

ISSN: 2642-2247; EISSN: 2642-2255

Established 2019; Published Semi-Annually

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The International Journal of Social Media and Online Communities (IJSMOC) provides a forum for researchers, practitioners, and users to study and discuss technical, social, and legal issues in all aspects of social media and other communities (i.e., gaming) formed online. IJSMOC strives to be an interdisciplinary journal that draws upon research from different fields such as information systems, computer science, sociology, and psychology. The journal encourages research that applies to social media use in businesses, organizations, education, and the medical field, its impact on society, its multigenerational roles, securing users privacy, government propaganda, spread of misinformation, etc.

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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

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