Information Technology for Social Good

Social good is typically defined as an action that provides benefit to the general public. In this case, Internet connection, education and health care are all good examples of social goods. However, new media innovations and the explosion of online communities have added new meaning to the term. Social good is now also about global citizens uniting to unlock the potential of individuals, technology, and collaboration to create positive societal impact. In this context, unprecedented opportunities come from the widespread popularity of mobile devices and social networks bringing a vast plethora of multimedia services and applications to our pockets, vehicles, buildings, public spaces and rural areas becoming the very texture of our society and providing us with the possibility, but also the responsibility, to shape it.

In this special issue, we are interested in experiences with the design, implementation, deployment, operation and evaluation of smart multimedia-related technologies for social good. Possible topics under this umbrella term are, for instance:

- o IT for education
- o Content distribution
- o Data Science
- o Digital solutions for Cultural Heritage
- o Data sensing, processing, and persistency
- o Environment sensing, monitoring and preservation
- o Game and entertainment applications
- o Health and social care
- o IT for development
- o Pervasive services
- o Privacy and trust issues and solutions
- o Sustainable cities and transportation
- o Smart governance and e-administration
- o IT for smart living
- o Technology addressing the digital divide
- o IT for automotive
- o Frugal solutions for IT
- o Ethical computing
- o Decentralized approaches
- o Citizen science

- o Socially responsible IT solutions
- o Sustainable IT
- o Social informatics
- o Civic intelligence
- o Digital tools for art and feelings

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Ombretta Gaggi is an Associate Professor in Computer Science at the Department of Mathematics of the University of Padua. She received the M.S. degree cum laude in Computer Science in December 1998 from University of Venice. In 2003, she received her Ph.D. in Computer Science from the Consortium of Universities of Bologna, Padua and Venice. Her research interests include accessibility and web technologies, cross-platform mobile development and user interface design. She authored more than 60 publications and she serves as General Chair, TPC Chair and program committee member for numerous international conferences and workshops. She is serving as reviewer in several international conferences, workshops and journals.

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Important Dates

GoodIT 2021 Conference: 9-11 September 2021

Papers selection: 15-30 September 2021

Papers invitation: 30 September 2021

Submission Deadline: 15 dicembre 2021

Notification of the first round of Revisions: 30 Gennaio 2022

Submission revised paper: 1 Marzo 2022.

Submission Guidelines

Authors should prepare their manuscript according to the Instructions for Authors available from the Multimedia Tools and Applications website. Authors should submit through the online submission site at

https://www.editorialmanager.com/mtap/default.aspx and select "SI XXXXX" when they reach the "Article Type" step in the submission process. Submitted papers should present original, unpublished work, relevant to one of the topics of the special issue. All submitted papers will be evaluated on the basis of relevance, significance of contribution, technical quality, scholarship, and quality of presentation, by at least three independent reviewers. It is the policy of the journal that no submission, or substantially overlapping submission, be published or be under review at another journal or conference at any time during the review process.

The special issue will consider papers extending previously published conference papers, provided the journal submission presents a significant contribution beyond the conference paper. Authors must explain in the introduction to the paper the new contribution to the field made by the submission, and the original conference

publication should be cited in the text. Note that neither verbatim transfer of large parts of the conference paper nor wholesale reproduction of already published figures is acceptable.