



# **BOBCATSSS** 2017 TAMPERE

**CALL  
FOR  
PAPERS**

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**#BOBCATSSS2017**



THEME OF BOBCATSSS 2017

**IMPROVING  
QUALITY OF LIFE  
THROUGH  
INFORMATION**



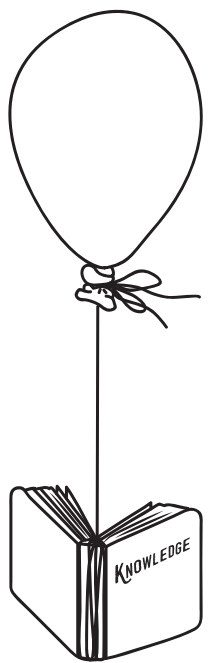
# #BOBCATSSS

FOR SUBMITTING ABSTRACTS:  
CONFERENCE TOOL LYYTI FOR SUBMITTING ABSTRACTS  
[https://www.lyyti.in/bobcatsss2016\\_abstracts](https://www.lyyti.in/bobcatsss2016_abstracts)

Since 1993, BOBCATSSS conferences have been used to build a better world. In 2017, this tradition will continue with the theme “Improving Quality of Life through Information”. This theme includes three topics: Libraries, Information, and Interactive media.

When submitting abstracts for evaluation, authors are recommended to choose one of the three topics to describe their submission. The submission of abstract begins by choosing a form of presentation (paper, poster, or workshop).

Abstracts will then be reviewed and if accepted, authors will receive a notification by email. After the notification, authors should submit a full-text version of the contribution.



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# LIBRARIES

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Library plays an important role in the lives of its users. Today, it is one of the few remaining arenas where people from every corner of the society can meet. Accordingly, the ongoing flow of refugees and migrants have shed light on the public library's role as an arena of integration – where people independent of their cultural backgrounds can socialise and develop their language skills. Libraries can educate people when it comes to different types of information that could have an important impact on people's health and self-awareness. Literature as a therapeutic medium can help boost reader's self-awareness and introspection, which in turn can help strengthen the reader's identity and give the reader new perspectives on life.





**THE TOPIC “LIBRARIES” COVERS**  
BUT IS NOT LIMITED TO, THE FOLLOWING AREAS:

**LIBRARIES AND OTHER  
PUBLIC ORGANIZATIONS**

Information variety,  
information retrieval,  
sharing information, build  
awareness, relating existing  
information.

**LIBRARIES AS  
A PLACE OF EDUCATION**

Information types, impact,  
health, literacy,  
self-awareness, information  
expertise, important topics,  
community, qualified  
information, cooperation with  
other organization,  
non profit, research centres.

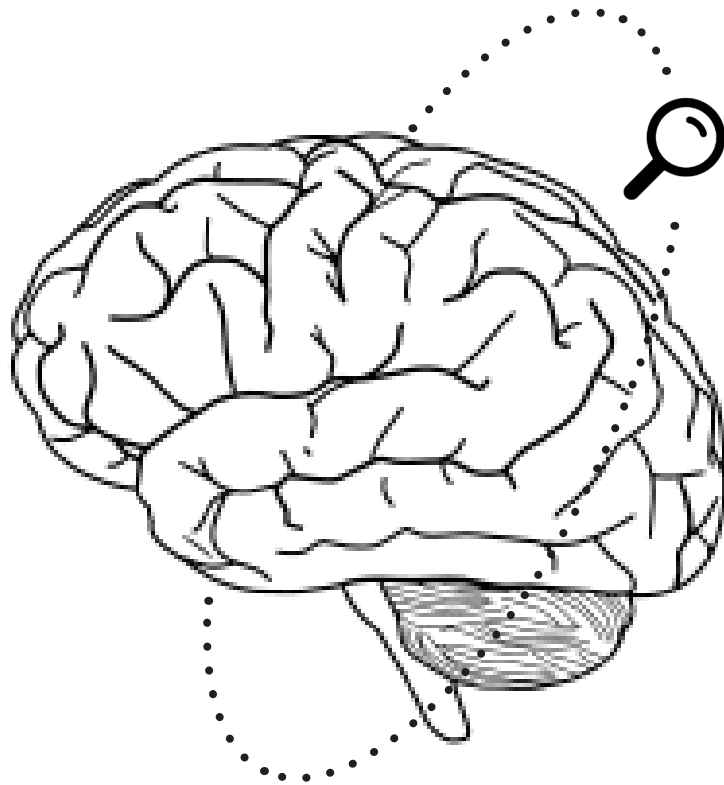
**BIBLIOTHERAPY**

Health issues, therapeutic,  
self-awareness,  
introspection, identity,  
new perspectives, tailoring  
services, user needs.

**LIBRARIES AS  
THE THIRD SPACE**

Age gap, religion,  
education, multicultural,  
social groups, third space,  
social affiliations,  
refugees, migrants,  
integration, cultural  
background, socialise,  
language, meeting place.





**INFORMATION**

New kinds of information sources and related applications have become an essential part of our everyday life. We are virtually surrounded by the kind of information which has been beyond our reach until quite recently. New forms of open data are constantly emerging and their amount and quality will serve as a basis for better applications to improve and ease our lives. Appropriate management and retrieval of the available information enables us to build a better future for individuals, organizations and communities.

## THE TOPIC “INFORMATION” COVERS BUT IS NOT LIMITED TO, THE FOLLOWING AREAS:

### OPEN DATA IN INFORMATION SOCIETY

Open data in different domains, open data and environment, everyday applications and open data.

### INFORMATION SEEKING AND QUALITY OF LIFE

Bioinformatics, medical information retrieval, collaborative information retrieval, interactive information retrieval.

### INFORMATION MANAGEMENT AND QUALITY OF LIFE

Knowledge discovery, knowledge management, personal information management, knowledge in organizations.





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# INTERACTIVE MEDIA

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Interactive media has taken over several roles of information specialists and will keep causing uncertainties about our future. Keeping track of the latest technological developments and “playing” with them is the only way to predict and prepare for what is around the corner. Are we able to improve our quality of life with the help of interactive media?

## THE TOPIC “INTERACTIVE MEDIA” COVERS BUT IS NOT LIMITED TO, THE FOLLOWING AREAS:

### SOCIAL MEDIA

Monitoring, marketing, analyses, research, influences and future.

### INSTRUCTION AND LEARNING THROUGH GAMES AND VIRTUAL REALITY

Edugames and e-learning, games and communities, gamification.

### PRIVACY AND SECURITY IN THE CURRENT

### AND FUTURE DIGITAL WORLD

Social media intelligence (Socmint), cyber safety and cookies (tracking).

### FUTURE OF LIFE QUALITY

Quantified self, e-health (biometrics) and machine generated diagnosis.

### CHANGING ROLES

Apps as the new information specialist.



# IMPORTANT DATES

DEADLINE FOR  
THE SUBMISSION  
OF ABSTRACT



OCT  
**7**  
2016

AUTHORS'  
NOTIFICATION  
BY E-MAIL



OCT  
**28**  
2016

BOBCATSSS  
CONFERENCE



JAN  
**25-27**  
2017