

MSBC-2021

Modelling and Simulation of Social-Behavioural Phenomena in Creative Societies 2nd International & European Conference

Announcement and Call for Papers
September 22-24, 2021
Vilnius, Lithuania



The growing challenges of societal sustainability and cohesion are becoming more and more acknowledged worldwide. However, there is a conceptual and analytical gap in understanding the driving forces behind them. Thorough multidisciplinary research efforts are in demand for making valuable contributions, starting from concepts and models, and ending with recommendation and decision support systems capable of contributing to the efficient global and Europe-wide social and environmental sustainable policy formation agendas.

Application of computational models to study issues in the social sciences and humanities has been undergoing rapid development during the last decades. The conference MSBC-2021 aims to create an open panel for the effective dialogue among researchers and practitioners interested in the integration of computer science and social science and humanities, focusing on *data-driven operationalisation behind evidence-based decisions*.

MSBC-2021 continues the purpose and main topics of the [1st International & EURO Mini Conference MSBC-2019](#).

Important dates:

Invited sessions proposals	20-Mar-21
Abstract submission for Proceedings	15-Apr-21
Paper submission to Proceedings	05-May-21
Paper acceptance notification	15-Jun-21
Early registration fee payment	08-Sep-21
Registration and Abstract submission without a paper to Proceedings	15-Sep-21
Conference	22–24-Sep-21
Full paper submission to a top-rated journal	15-Nov-21

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Modelling and Simulation of Social-Behavioural Phenomena in Creative Societies

2nd International & European Conference

Publications

Due to its interdisciplinary flavour, the conference MSBC-2021 brings together researchers from the areas of social sciences and humanities (e.g., theory of communicative action, organizational science, management science, cultural economics, societal complexity, mathematical sociology, media research, and others), operations research, computational intelligence, agent-based simulation, structural probabilistic modelling, applied mathematics, and econophysics.

The conference program consists of tutorials as well as invited and contributed papers. We encourage those interested in the conference to submit their contributions on the following topics:

- Computational Intelligence Applications in Social Sciences
- Modelling of Complex Societal Problems
- Experimental and Behavioural Economies in Creative Societies
- Concepts, Models and Measurement of Social Capital
- Multiagent Systems and Agent Societies
- Agent-Based Social Simulation Systems
- Metrics of Social Cohesion and Sustainability
- Biometrical Technologies and Affective Computing
- Big Data and Optimisation in Social Networks
- OR and Ethics Understanding of the Dynamics of Social Processes
- Social Policy Modelling and Evidence-Based Decisions
- Globalization, Society Polarization, and Cultural Identity Issues
- Data Analysis in Social Research
- Social Processes in Health Care
- Web Content and Behaviour

However, theoretical and applied contributions on other topics of modelling and simulation of social-behavioural phenomena in creative societies are also welcome.

Submitted papers will be published in Springer Conference Proceedings in series "[Communications in Computer and Information Science](#)" and delivered during the conference.

Selected full papers will be submitted for publication in the WoS (Clarivate Analytics) journal [Central European Journal of Operations Research](#)

The collective monograph on the subject of conference topics will be published by a worldwide publisher. The title and content of the book will be announced before the conference.

