WS5 - Computational Hypermedia

International Workshop on Computational Hypermedia: Hypermedia Integrated with Computational Support

Traditional hypermedia research focuses on exploring hypermedia's freedom and flexibility to relate, organize, and access information. In recent years, hypermedia research has been broadened to cover knowledge representation structures and component-based hypermedia system architectures for building hypermedia-based information systems. One of the common themes emerged from multiple hypermedia domains (e.g., navigational, spatial, taxonomic, workflow hypermedia domains, or structural computing field in general) is how to incorporate application-specific computational support into the hypermedia structures derived from various application domains. Due to the structural flexibility of hypermedia, hypermedia is often used for capturing emergent information structures. This raises a more challenging research question: how to incorporate application-specific computational support into the emergent hypermedia structures?

Computational hypermedia refers to hypermedia with specific computational semantics. In such hypermedia-based information systems, hypermedia are not only used as knowledge representation structures, but also integrated with intelligent computational support that may help knowledge workers get their job done. Typical examples of such hypermedia-related research that this workshop wants to explore include (but not limited to):

- Hypermedia with navigation semantics;
- Hypermedia based enterprise modelling with computational simulation support;
- Hypermedia integrated with (workflow) process support;
- Groupware component-based hypermedia;
- Hypermedia based project management systems;
- Hypermedia-based meeting support systems;
- Synchronous cooperative hypermedia-based workspaces;
- Typed hypermedia-based activity space;
- Multiple computed views based on the properties of hypermedia structures;
- Data mining techniques on hypermedia structures;
- Object-oriented modelling of visual hypermedia (with rich computational semantics);
- Behaviour aspects of structural computing;
Computational support on emerging or evolving hypermedia structures.

Each workshop contribution should explain how the behaviour aspects are modelled with or incorporated into its hypermedia structures. In addition to presenting their methods, workshop participants are welcomed to include a brief showcase demo of their novel applications in which the methods are used.

**Intended Audience**

In general, people who have tried or want to incorporate computational support into various hypermedia structures so as to create hypermedia based information systems for knowledge workers. In particular, hypermedia, open hypermedia, and structural computing researchers who are interested in the behaviour related aspects of hypermedia structures.

**Submission**

Authors must submit an electronic copy (in Word or pdf) of their papers directly to the workshop organiser (i.e. by email to: weigang.wang@manchester.ac.uk) by the 29th of July, 2005. Papers should be in the same format as the conference full paper (i.e. to use the templates provided by the conference). The length of each paper should be in the range of 6 to 10 pages.

**Contact**

Weigang Wang  
School of Informatics  
University of Manchester  
Manchester M60 1QD, UK  
weigang.wang@manchester.ac.uk

See workshop website for more details: http://www.co.umist.ac.uk/~mcassww/ht05chws.htm