



Modelling and Simulation of Social-Behavioural Phenomena in Creative Societies (MSBC-2024)

3rd International Conference
September 18-20, 2024
Almaty, Kazakhstan

Announcement and Call for Papers

The growing challenges of societal sustainability and cohesion are becoming more and more acknowledged world-wide. 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-2024 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-2024 continues the purpose and main topics of the **MSBC-2019** and **MSBC-2022**.

Organisers of the Conference



Co-organising Institutions



For contacts and more information: <https://msbc.tech/>



Important dates

First call for papers:	– November 30, 2023
Deadline for invited session proposals:	– March 20, 2024
Registration and Abstract submission to Springer Proceedings:	– April 25, 2024
Paper submission to Springer Proceedings:	– June 01, 2024
Paper acceptance notification:	– June 15, 2024
Early registration fee payment:	– September 08, 2024
Registration and Abstract submission without a paper to Proceedings:	– September 15, 2024
Conference:	– September 18-20, 2024
Paper submission to a top-rated journal:	– November 15, 2024

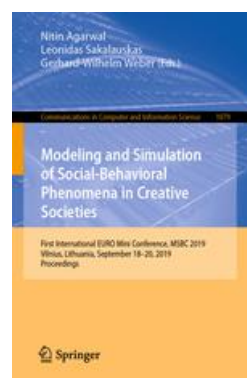
Publications

We encourage those interested in the conference to submit their contributions on the following topics:

1. Computational Intelligence in Social Sciences;
2. Social Policy Modelling and Evidence-Based Decisions;
3. Agent-Based Social Simulation Systems;
4. Biometrical Technologies and Affective Computing;
5. Social media content analysis and deviant behavior detection;
6. Concepts, Models and Measurement of Intangible Capital (Social, Cultural and others);
7. IS1. Structural Equation Modelling in Social Sciences;
8. IS2. Large Language Models in Social-Behavioral Phenomena;
9. IS3. Periodization and Cyclicity of Sociocultural Processes: Quantification and Measurements;
10. IS4. Game-theoretic Models of Social Processes;
11. IS5. System-Based Modeling and Space-Time Analysis in Economics;
12. IS6. Modeling of social-behavioral phenomena with AI.

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 Special Issues of top-rated journals.

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