SCSM 2026
18TH INTERNATIONAL CONFERENCE ON SOCIAL COMPUTING AND SOCIAL MEDIA

Jointly held under one management and one registration with HCI International 2026

https://2026.hci.international/scsm

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HCI International 2026

26-31 July 2026
Montreal Convention Centre,
Montreal, Canada

SCSM 2026 is an affiliated Conference of the HCI International Conference and is in its 18th edition. The Conference provides an established international forum for the exchange and dissemination of scientific information related to social computing and social media. It addresses a broad spectrum of issues expanding our understanding of current and future issues in social computing and social media. The Conference welcomes qualitative and quantitative research papers on a diverse range of topics.

The related topics include, but are not limited to:

- AI in social media
- Community Engagement and Services
- Computer Mediated Communication
- Culture and social media
- Consumers in social computing and social media
- Design and evaluation methodologies for social computing and social media
- Education and the use of social computing and social media
- E-democracy and political engagement, public affairs
- Enterprise social media
- Ethical and legal issues in social computing and social media
- Friends and family groups
- Gaming, including MMORP communities
- Health and fitness communities
- Human resource management in social computing and social media
- Infrastructure for social computing and social media
- Language in social computing and social media
- Large scale conversations
- Learning and collaboration
- Mobile social computing and social media
- Multicultural aspects in social computing and social media
- Online special interest communities
- Social identity and presence
- Policies in social computing and social media
- Privacy and security in social computing and social media
- Social eCommerce
- Social live streaming
- Social media management
- Social media software
- Social modeling
- Social network analysis
- Social neighborhoods
- Social signal processing
- Trust and reputation in social computing and social media
- User experience, user behavior, user interface in social computing and social media
- User generated content (wikis, blogs, etc.)
- Universal access and usability in social computing and social media
- Visualizing social interaction
- Virtual worlds

Submission deadlines are available at the HCII 2026 website:
https://2026.hci.international/submissions.html

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