Software architectures for distributed and mobile cooperative communities must support the fundamental requirements for distributed cooperation: efficient information sharing across a widely distributed enterprise environment; constant and timely update and placement of the distributed knowledge base with many different sites acting both as potential users and potential providers of information; shared access to a set of services. The approaches and technologies for supporting these new ways of work are still the subject of research. Nevertheless, they are likely to “borrow” concepts and technologies from a variety of fields, such as workflow systems, groupware and CSCW, event-based systems, software architecture, distributed database systems, mobile computing, and so on. A particularly interesting line of research is exploring a peer-to-peer paradigm enriched with sharing abstractions in which each network node is both a potential user and provider of information for the rest of the community.

**Topics include:**

**Collaborative Services**
- Coordination models, languages, and systems for distributed and mobile teamwork
- Service Oriented Computing - models and architectures for loosely coupled teamwork
- Methodologies and techniques for web service composition and collaboration
- Services for adaptive collaboration
- Interaction patterns for distributed and mobile collaboration

**Business process collaboration**
- Collaborative business processes - description, modeling and composition
- Standards for business process modeling, collaboration, and choreography
- Cross-organizational business process support, contracts
- Security, privacy and trust in business process collaboration
- Ontology-based business process description, management and collaboration

**Mobile collaboration**
- Agent-based mobile collaboration
- Collaborative applications for mobile users
- Service quality in mobile collaboration
- Context-aware collaboration
- Mobile and pervasive collaboration systems

**Middleware and platforms for distributed and mobile collaboration**
- Middleware for mobile teamwork support
- Peer-to-peer services (modeling and enactment issues)
- Systems for ad hoc and virtual (project) communities
- Infrastructure support for mobile collaboration
- Event-based, publish/subscribe and message-oriented middleware

**Submission Details**

Papers should contain original contributions not published or submitted elsewhere, and references to related state-of-the-art work. Papers up to six pages (including figures, tables and references) can be submitted. Papers should follow the IEEE format (http://www.computer.org/press/instruct.htm). All submissions should be electronic (in PDF) and will be peer-reviewed by members of our International Programme Committee. For further details please see the workshop WWW site.

Full papers accepted for the workshop will be included in the proceedings, published by the IEEE Computer Society Press.

**Important Dates**

- Deadline for paper submission: 11 February 2005
- Decision to paper authors: 18 March 2005
- Camera Ready to IEEE: 9 May 2005
- DMC Workshop: 13-15 June 2005

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