Editorial Message: Special Track on E-Commerce Technologies

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1. NATURE AND OBJECTIVES OF THE TRACK
The past few years have seen an exponential growth and dramatic changes in the field of e-commerce technologies. The focus of this track is on novel applications for e-commerce, i.e., applications that survived the dot-com crash in 2000 and that hold new promises for rapidly evolving electronic markets. A few years ago, e-commerce applications were focused primarily on handling transactions and managing catalogs. Business requirements, however, are evolving beyond transaction support to include content management, mobile and pervasive computing, privacy and personalization, interoperability and integration. The track focuses on technologies currently employed in creating offerings, the latest developments in the electronic marketplace, on computational and deployment issues, architectural support, policies, and advanced solutions and practices. The track is intended to address the current needs of both researchers and practitioners, and to identify significant research challenges that will most beneficially impact the future use of e-commerce applications. The objective of the track is to provide a high quality forum for presentation and exchange of research results, ideas, and practical experiences among applied computer scientists and application developers working in the field of e-commerce. It also aims at bringing together academic and industrial researchers from various fields to discuss current challenges to e-commerce. It is our hope and expectation that the track is useful to the e-commerce research and development community and will help in finding promising future directions. As chairs we feel strongly that e-commerce will continue to be one of the most exciting fields in modern science.

2. REVIEW PROCESS AND ACCEPTED PAPERS
The track attracted 20 high quality submissions from 11 different countries. The multidisciplinary nature of e-commerce technologies presents challenges for evaluating technical papers. The program committee comprised of experts from several disciplines selected 8 papers after a rigorous review process in which every paper was reviewed by at least three reviewers. To ensure high quality of accepted papers, the review process was blind, i.e., the authors’ identity was hidden from the reviewers. The primary objective was to raise the quality of reviewing by removing, when possible, bias based on the authors of the paper. The 8 accepted papers cover a broad range of topics including privacy and trust, testing methods, organizational and market modeling, and models for electronic auctions. The papers present a well-balanced view of e-commerce technologies combining both theoretical issues and system development.

3. PROGRAM COMMITTEE
We would like to thank the collaboration of all the members of the program committee for their fine work reviewing the 20 submitted papers. The names and affiliations of all of them are the following:
4. TRACK CHAIRS

Dr. Sviatoslav Braynov is an Assistant Professor in the Department of Computer Science and Engineering, University of Illinois at Springfield (USA). He obtained his Ph.D. degree in Computer Science from the Computer Center of Russian Academy of Sciences, Moscow, Russia in 1998. In 1996 Dr. Braynov specialized in the AI Lab, Vrije Universiteit, Brussels. In 1998 he finished a two-year graduate program in Economics at the University of Delaware. From 1998 to 2000 he was a post-doctoral research associate at Washington University, St. Louis. Dr. Braynov has published more than 20 papers in refereed conferences and journals, including the American National Conference on Artificial Intelligence (AAAI), the European Conference on AI (ECAI), the First ACM Conference on Electronic Commerce, the International Conference on Multiagent Systems (ICMAS), etc. His research interests include multiagent systems, e-commerce, artificial intelligence and game theory.

Dr. Manuel Núñez is an Associate Professor in the Department of Computer Science, Universidad Complutense de Madrid (Spain). He obtained his MS degree in Mathematics in 1992 and his PhD in Computer Science in 1996. Afterwards, he also studied Economics, obtaining his MS in Economics in 2002. Dr. Núñez has published more than 50 papers in refereed conferences and journals. His research interests cover both theoretical and applied issues, including testing techniques, functional programming, e-learning environments and e-commerce. During 2004, he was also the chairman of the 24th IFIP FORTE Conference.

Dr. Peter R. Wurman is an Assistant Professor in the Department of Computer Science, North Carolina State University. He received his Ph.D. in Computer Science from the University of Michigan in 1999. He is Co-Director of the e-commerce program at North Carolina State, and Editor-in-chief of SIGecom Exchanges, the official newsletter of the ACM SIG on E-commerce. Dr. Wurman’s research interests include auctions, trading agents, and market-based resource allocation in multiagent systems. He has published more than 20 papers in refereed conferences and journals, including AAAI, Autonomous Agents, and Games and Economic Behavior. Dr. Wurman helped organize the first two Trading Agent Competitions, and several workshops.