Overview:
By social good we refer to a “good” or a service that benefits the largest number of people in the largest possible way. Some classic examples of social goods are, of course, healthcare, safety, environment, education, democracy, and human rights, but we can add to this classic list even communication, art, entertainment and much more.
In this context, the popularity of portable computing devices, like smartphones, tablets, or smart watches combined with the emergence of many other small smart objects with computational, sensing and communication capabilities coupled with the popularity of social networks and new human-technology interaction paradigms is creating unprecedented opportunities for each of us to do something useful, ranging from a single person to the whole world. Furthermore, Internet of Things, Smart-cities, distributed sensing and Fog computing are representative examples of modern ICT paradigms that aim to describe a dynamic and globally cooperative infrastructure built upon objects’ intelligence and self-configuring capabilities. These connected objects are finding their way into our pockets, vehicles, urban areas and infrastructure, thus becoming the very texture of our society and providing us the possibility, but also the responsibility, to shape it. Clearly, we are not considering only the so called first world as the scenario for this evolution; we also refer to those areas where ICT is currently less widespread, hoping that it may represent a societal development opportunity rather than a source for further divide.
The special issue will feature extended versions of the most outstanding papers submitted to GOODTECHS 2017 (http://goodtechs.eu/2017), representing the state of the art in experiences with the design, implementation, deployment, operation and evaluation of smart objects and technologies for social good.

Topics
Topics of interest include, but are not limited to, the following scope:

- App concepts and technologies for different mobile platforms
- Communication between mobile devices
- Content Distribution
- E-learning solutions
- Smart governance and e-administration solutions
- Smart economy solutions: e-banking, e-business
- Smart living and E-health
- Data collection, organization and dissemination methods
- Data replication protocols in network partitions
- Delay-tolerant aerial networks and ferrying approaches
- Mobility and handover management
- New application scenarios for vehicular communications
- Pervasive and ubiquitous services in cloud and IoT
- Platforms and frameworks for mobile devices
- Privacy issues and solutions
- Protocol design, testing and verification
- Security issues, architectures and solutions
- Smart cities and transportation
- Internet of Things
- ICT for development
- Environment sensing, monitoring and
Deployment and field-testing
- Experimental results of communication testbeds
- Game, entertainment, and multimedia applications
- Human-object interaction
- Mobile service architectures and frameworks

preservation
- Privacy, security, and alternative solutions for Online Social Networks
- Online Social Networks Analysis for the Social Good
- Social Human Behaviour Analysis and modeling

Important Dates

- **Manuscript submission deadline: November 20th, 2017**
- Notification of acceptance: December 20th, 2017
- Submission of final revised paper: January 29th, 2018
- Publication of special issue (tentative): 2nd quarter of 2018

Submission Procedure

Authors should follow the MONET Journal manuscript format described at the journal site. Manuscripts should be submitted on-line through [http://www.editorialmanager.com/mone/](http://www.editorialmanager.com/mone/).

A copy of the manuscript should also be emailed to the Guest Editors at the following email address(es):

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