

Special Section on Knowledge Discovery, Data Mining and Creativity Support System

Recently, with the fast growth of digital and communication technology, there have been a large number of databases and knowledge bases constructed in several fields, including company database, web database and network-related database. These databases and knowledge bases are normally gigantic with varied information. However, at the present time, even there are some well-founded theories or techniques proposed to handle this problem, research and development in this field is still infant, slowly developed and need more stimuli. It is necessary to study to find approaches to manage or process such large-scale data, information and knowledge, efficiently and effectively in order to obtain novel knowledge or creativity. Nowadays this problem is not limited to only data processing or information technology fields. Researchers from varied fields, including science, engineering, art and commerce, have to cooperate and exchange ideas to cope with such complex problem. The focused areas are data mining and text mining. Moreover, unlike traditional approaches which directly utilize represented or managed data, information or knowledge, it is necessary to create, manage and make use of such valuable items creatively. So far the creativity point of view has not yet been stressed in terms of computer science and/or information technology. Inevitably this topic will become one of the most important research issues in near future. This proposed special section, **March 2011**, aims to support construction, management and creative utilization of data, information and knowledge in both theoretical and practical framework in order to solve the problem of exponential ceaseless growth of information in both qualitative and quantitative aspects.

1. Fields of interest

- Data mining
- Knowledge Discovery and Knowledge Acquisition
- Machine Learning and Artificial Intelligence
- Visualization of Data, Information and Knowledge
- Knowledge Management and Management of Technology
- Creativity Support Systems and Decision Support System
- Human Language Technology and Natural Language Processing
- Knowledge Representation and Knowledge Engineering
- Ontology and Semantic Web
- Information, Knowledge and Creativity Support Applications
- Evaluation of Information, Knowledge and Creativity Support System

2. Submission Guidelines

- A manuscript should be prepared according to the guideline given in "*The Information for Authors*" (http://www.ieice.org/eng/shiori/mokuji_iss.html). We encourage the authors to use the IEICE Style File (<http://www.ieice.org/ftp/index-e.html>). The preferred length of the manuscript is 8 pages for a PAPER and 2 pages for a LETTER with the format determined by the IEICE Style File.
- Submit the manuscript through the IEICE Web site (https://review.ieice.org/regist_e.aspx).
- Send "*Confirmation Sheet of Manuscript Registration*" and "*Copyright Transfer and Page Charge Agreement*" to the Guest Editor-in-Chief, not later than one week after the submission. Send the forms by post, fax or e-mail to the following address of the Guest Editor in Chief.

Thanaruk Theeramunkong
Sirindhorn International Institute of Technology, Thammasat University
P.O.Box 22, Pathum Thani 12121, Thailand
Email: thanaruk@siit.tu.ac.th, Tel: +66 (0) 2501 3505-20

- Submission deadline of the manuscript is **February 15, 2010**.

3. Notice to the Authors

- If the paper is accepted, authors are requested to pay for the page charge which covers reprints of the paper and partial cost of publications.
- The standard period of 60 days between the notification (of conditional accept) and the second submission can be shortened according as the review schedule.
- At least one of the authors must be an IEICE member when the manuscript is submitted for review. Invited papers are an exception. We recommend authors unaffiliated with IEICE to apply for the membership.
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