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EXPANDED CALL FOR CHAPTERS

Submission Deadline: **September 15, 2009**

Security in Virtual Worlds, 3D Webs, and Immersive Environments: Models for Development, Interaction, and Management

A book edited by Dr. Alan Rea
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This expanded call is a result of multiple conversations with authors, industry leaders, and the publisher to create a more inclusive book that accounts for additional types of immersive environments being used today to include massively multiplayer online [role-playing] games (MMOs and MMORPGs), interactive devices, and augmented reality applications.

Introduction

Although one finds much discussion and research on the features and functionality of Rich Internet Applications (RIAs), the 3D Web, Immersive Environments (e.g. MMORPGs) and Virtual Worlds in both scholarly and popular publications, very little is written about the issues and techniques one must consider when creating, deploying, interacting within, and managing them securely. A secure environment is especially crucial when sensitive business or personal data is manipulated and used within these applications. Reports of cross-site scripting exploits in poorly implemented 3D Web applications, risks of embedded viruses in social computing platforms, such as Facebook or MySpace, and technical and social engineering exploits (e.g., account hijacking or griefing) in Multi-user Virtual Environments (MuVEs) represent the security challenges contemporary organizations, as well as individuals, face as they utilize processes and share data across the virtual sphere.

This project will bring together the issues that managers, practitioners, and researchers must consider when planning, implementing, working within, and managing these promising virtual technologies for secure processes and initiatives.

Objective of the Book

In this book we will discuss the uses and potential of these virtual technologies and examine secure policy formation and practices that can be applied specifically to each. Moreover, this book examines the challenges and successes of organizations and individuals within these virtual offerings. Authors will contribute guidelines, techniques, cases, and methods that explore security in Virtual Worlds, 3D Webs, and Immersive Environments.

The book will focus on research and discussions about planning, implementing, managing, using, and supporting these powerful technologies with accepted system development models, secure testing techniques, and robust monitoring tools. Moreover, discussions on security policy creation to guide development, as well as user interaction with these technologies will play an important role in the book. The book will also use cases to illustrate successful, and unsuccessful, implementations these technologies both from a developer's and a user's

perspective. Of course, this book would not be complete without looking forward to the potential security considerations and questions that must be asked as more organizations and individuals move into virtual offerings.

Ultimately, this project will provide the latest research on virtual security in order to provide researchers, practitioners, and students the necessary background in theory and practice to deploy, plan, manage, and maintain robust and safe virtual offerings.

Target Audience

This book appeals to those interested not only in security and interaction but also advanced virtual offerings within Virtual Worlds, 3D Webs, or Immersive Environments. Security researchers, as well as researchers from diverse fields--computer science, information systems, psychology, sociology, and telecommunications, to name a few--will find valuable research questions posed within the context of privacy, security, and trust as well. But this book appeals to more than just researchers. Practitioners and managers looking to offer robust virtual platforms will also benefit from the pragmatic techniques, case discussions, and implementation guidelines. In addition, upper-level and graduate-level students will find this research useful in their course work and research. Finally, this book will be a welcome addition to academic libraries' research collections.

Recommended topics include, but are not limited to, the following

- Case Studies of Secure or Insecure Virtual Applications
- Developing Secure Virtual Offerings
- Hacker Attacks on Virtual Offerings
- Identity or Data Theft in Virtual Offerings
- Implementing Secure Virtual Offerings
- Interaction within Immersive Environments
- Issues of Privacy and/or Trust in Virtual Offerings
- Managing secure virtual offerings
- Secure Policy Formation in Virtual Offerings
- Secure Virtual Models
- Security in 3D Web applications
- Security in Virtual Worlds
- Social Engineering in Virtual Worlds
- Social Interactions within Virtual Offerings

Submission Procedure

Researchers and practitioners are invited to submit a 7000-9000 word chapter *on or before September 15, 2009*. Chapter guidelines are available at the book website (<http://docrea.org/igi/>). Proposals and discussions are encouraged, but not required, before the chapter due date. All submitted chapters will be reviewed on a double-blind review basis. This book is scheduled to be published by IGI Global (formerly Idea Group Inc.), publisher of books under *IGI Publishing, IRM Press, Information Science Publishing, CyberTech Publishing, and Information Science Reference*. For additional information regarding the publisher, please visit www.igi-global.com.

Revised Book Schedule

September 15: Full Chapters Due

October 30: Chapter Decisions

November 23: Final Chapters Due

Spring 2010: Book Published

Inquiries and submissions (Word document or RTF) can be sent electronically to:

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