Authors are encouraged to submit high-quality, original work that has neither appeared in, nor is under consideration by, other journals. Springer offers authors, editors and reviewers of Peer-to-Peer Networking and Applications a web-enabled online manuscript submission and review system. Our online system offers authors the ability to track the review process of their manuscript.

Manuscripts should be submitted to: http://PPNA.edmgr.com under the article type "Large Scale Distributed Cooperative Environments..." This online system offers easy and straightforward log-in and submission procedures, and supports a wide range of submission file formats.

Important Dates
- Manuscript Submission Due: December 1, 2014
- First Decision Notification: February 1, 2015
- Revision Submission Due: March 15, 2015
- Final Decision Notification: April 15, 2015

Large Scale Distributed Cooperative Environments on Clouds and P2P
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The recent advances in networking have determined an increasing use of information technology to support distributed cooperative applications. Several novel applications have emerged in this area, like computer supported collaborative work (CSCW), large scale distributed virtual worlds, collaborative recommender systems, collaborative learning systems.

The definition of these applications requires to afford several challenges, like the definition of user interfaces, of coordination protocols, and of proper middle-ware and architectures supporting distributed cooperation. Collaborative applications may greatly benefit also from the support of P2P and cloud architectures.

As a matter of fact, with the emergence of readily available P2P and cloud platforms, collaborative applications developers have the opportunity of deploying their collaborative application by exploiting a hybrid P2P/Cloud architecture with a support dynamically adapting. This brings possibilities to smaller developers that were reserved for the big companies until recently. The integration of mobile/Cloud platforms for Collaborative Applications is another challenge for the widespread of these applications.

The purpose of the proposed Special Issue of Peer-to-Peer Networking and Applications is to provide a comprehensive view into recent advances in Distributed Collaborative Environments. Some important challenges are, for instance, collaborative protocols design, latency reduction/hiding techniques for guaranteeing real time constraints, large-scale processing of user information, privacy and security issues, state consistency/persistence in distributed data management.

Submission are welcomed both of extended version of the papers presented at The Second Workshop on Large Scale Distributed Environments – LSDVE 2014 -held in conjunction with paper 2014 and of new original papers.

Topics of interest of this special issue include, but are not limited to:

- Distributed Collaborative Environments (DCE)
- Distributed Computer Supported Collaborative Work
- Distributed Recommender Systems
- Distributed Collaborative Learning
- Distributed Collaborative Games
- Distributed Social Applications
- P2P Overlays for DCE
- P2P information diffusion protocols for DCE
- Handling churn in P2P DCE
- Consistency/Persistence Issues
- Security and Privacy
- Integration of P2P/Cloud Platforms for Collaborative Applications
- Multi-platform Collaborative Applications Support (phones, tablets, laptop,...)