CENTRE FOR SOCIAL INFORMATICS (CSI) has more than 25 researchers, making it one of the largest research centres at the Faculty of Social Sciences, University of Ljubljana, Slovenia. Drawing on our past experience and innovative methodological and statistical approaches we study how society interacts with information and communication technologies as well as how they can be involved in development of new data-collection methods in the field of social science research. In this way, we contribute to the understanding of digital technology and promote its socially responsible use.

CONTINUOUS PROJECTS/PROGRAMMES:
- WebSM (www.WebSM.org) – Web Survey Methodology website: leading global online resource for web surveys
- IKA (www.1ka.si) – OneClickSurvey: advanced open-source web survey software
- Internet research (www.cdi.si) – Research programme that covers the Internet as a research object in the contemporary society and the Internet as a tool for social science research
- Safer Internet Centre Slovenia (www.safe.si) – with the Safe.si awareness centre, the Spletno oko hotline and the TOM helpline
- UL student’s surveys (http://ul.1ka.si) – Management and implementation of survey-based course evaluation process and general satisfaction of students on behalf of the University of Ljubljana

MAJOR ACHIEVEMENTS:
- A project partner in more than 50 international projects (FP5, FP6, FP7, ESS, COST, PIAAC, LLP, Erasmus+, EU tenders, Horizon 2020, Interreg…)
- The project coordinator of two large international projects – WebSM and 7EU-VET
- Citation classic: Web surveys versus other survey modes: a meta-analysis comparing response rates (2008), published in the International Journal of Market Research

FULL LIST OF CSI PROJECTS AVAILABLE AT: www.cdi.si

RESEARCH AND EXPERTISE:

SOCIAL SCIENCE METHODOLOGY
- Web survey methodology
- Social science statistics
- Survey methods
- Mixed-mode survey designs
- New technologies in social science research
- Mobile research
- Data science

WEB SERVICES
- Social media
- Social network sites
- Serious games
- E-learning
- E-management

USER EXPERIENCE
- Human-computer interaction
- Web usability
- Mobile usability
- Designing for Older Adults
- User-centered design

NEW TECHNOLOGIES IN SOCIAL SCIENCE RESEARCH
- Mobile research
- Data science