Smart Cities (Nov/Dec 2013)
Smart cities are currently the focus of a broad research community as well as the center of governments' and industries' innovation agendas. To address smart cities' multifaceted and cross-domain challenges, the Internet plays a fundamental role for communication, information sharing and processing, data transfer and analysis, and distributed computing. The rise of the Internet of Things and the large-scale adoption of Web technologies in urban environments have proven that Internet-based solutions can successfully address societal challenges.

High-Performance Mobile Internet (Jan/Feb 2014)
Every day, millions of users access the Internet using handheld smartphones and tablet computers. These devices' popularity and the availability of applications specifically designed for them has caused cellular data network traffic to experience unprecedented growth. Global mobile data traffic is projected to increase 18-fold between 2011 and 2016. Hence, several stakeholders, including users, mobile application developers, network operators, content providers, and regulatory authorities are interested in understanding the performance that cellular data networks provide to their users.

Identity, Privacy, and Deception in Social Networks (March/April 2014)
Social networks have quickly become the key organizing principle of Internet communication and collaboration. Although Internet-enabled social networks offer tremendous opportunities, widespread interest in and growth of these systems raises new risks and growing concerns. For instance, social network users can be bullied, their pictures can be stolen, or their status posts can reach unwanted audiences. Even when profiles don't list any information, social graphs can be analyzed to infer personal information. Risks are also related to identity management because an individual's online identity, which is strictly related to reputation and trust, is less virtual and has more impact on real, offline life. A battle now exists between individual privacy and the interests of the system at large.

Networked Games (May/June 2014)
Networked games have grown in popularity over the past decade, catalyzed by the spread of mobile and residential Internet connections with high capacities and low latencies that encourage game developers to incorporate networked features into their products. Although networked games have demonstrated commercial, artistic, and technical successes, challenges and opportunities remain as computer technologies continue to grow, including gamers' geographic dispersion, the delivery of interactive game content to players, and the connectivity and security challenges that come with games played on mobile devices.

Web-Scale Data Centers (July/Aug 2014)
Data centers are the “nerve centers” of the Internet. All large-scale Internet services rely on the ability to process enormous amounts of data quickly, with essentially no downtime. This requires enormous scale, geographic distribution and redundancy, finely tuned systems and networks, and many other features. As many IT consumers virtualize their computing environments and share resources hosted by large-scale cloud service providers, data centers take various roles, supporting both single, large organizations and shared tenancy.

Web and Social Graph Mining (September/October 2014)
The ever-evolving universe of social networks offers new tools to improve users’ experience and facilitate their communication. This evolution presents opportunities and challenges for data miners, with further pressure to provide approaches that are suitable at the big data scale and in highly dynamic contexts. Moreover, besides pure graph mining, other attributes on vertices and edges (query text, tweets, messages, event cascades, and so on) must be considered. Aspects related to these graphs’ temporal as well as spatial aspects are becoming pivotal.