International Conference on Bond Graph Modeling and Simulation (ICBGM'03)

The 2003 International Conference on Bond Graph Modeling and Simulation brings together research paper presentations, panel sessions, tutorials, workshops, seminars, industrial applications, and software demonstrations that use Bond Graph modeling methods. There will be also featured plenary speakers and some special invited presentations.

This conference will focus on Bond Graph modeling techniques for dynamic systems. Theoretical principles for electrical, mechanical, hydraulic, pneumatic, and control system applications will be presented. Leading industrial users of the method in automotive, aircraft, fluid power, kinematics, multibody systems, and social and biological systems have been invited. Research papers are welcome in the following categories of presentation:

- Tutorials
- Panel Discussions
- Software and Tools
- Bond Graph Theory
- Mechanical Systems and Robotics
- Electrical and Power Systems
- Fluid Power
- Qualitative Modeling
- Mechatronics Systems
- Control Systems
- Bond Graphs and Block Diagrams
- Biological and Medical Systems
- Thermal and Chemical Systems
- Biomechanics and Prosthetics
- Computer Graphics and Bond Graph Modeling
- Social and Economic Systems
- Industrial Applications
- Large, Nonlinear Models

Short Abstracts due (two copies) by April 30, 2002
Full papers due for review (five copies) by July 1, 2002

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International Conference on Simulation and Multimedia in Engineering (ICSEE'03)

The mission of ICSEE'03 is to further the interests of the computing professionals and educators engaged in the development of new computing applications, interdisciplinary application areas and applied research in support of education. As such, it provides experts, instructional technology researchers and practitioners with an avenue for discussion and exchange of new ideas in innovative application fields related to modeling, simulation, multimedia and allied technologies for engineering education. Topics of interest include, but are not limited to:

- Development of multimedia models and their application in engineering education
- Multimedia technologies for engineering education
- Integrating voice- and video-based systems in teaching and learning
- Distance learning, distributed learning, Web-based instruction
- Wireless multimedia systems and applications for teaching and learning
- New educational paradigms (virtual classrooms, tele-immersion, networked telecollaboration and Web television)
- Internet-based visualization, on-line courses, integration of Internet resources in the curriculum
- Computer-assisted collaborative learning
- Virtual reality and potential applications in engineering education
- Distance education: experience at schools, universities, industry and other academic fields such as arts, engineering, business, medicine
- Modeling and simulation for engineering education
- Classroom simulations using computer animation
- Java applet-based simulations for engineering education
- Simulation languages, packages, and simulation-based curricula
- Computer-based and simulation-integrated laboratories
- New software and hardware developments and their impact on engineering education
- Experiences in integrating computers and software tools in engineering education
- Evaluation of student performance in computer-based education
- Ethics and engineering education
- Government and corporate programs in support of computer and multimedia-based engineering education

For more information about the conference, please consult
http://icsee.csr.unibo.it/ICSEE03

Full paper submission deadline is July 15, 2002

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International Conference on Health Sciences Simulation

This annual conference, sponsored by The Society for Modeling and Simulation International (SCS), is a forum for modeling and simulation in the health sciences. A sampling of application areas of interest are shown below. Presentation titles of the 2002 conference can be found at http://www.networkkonnection.com/~mkatzper/shs/shspres.html. Practitioners of modeling are encouraged to submit proposals based on their applications and demonstrations of computer simulation techniques.

TYPICAL SESSION	SAMPLE APPLICATION TOPICS
• Health Services	• Resource Allocation, Care Assessment
• Pharmacodynamics	• Dose Response, Synergy, Toxicology
• Drug Development	• Clinical Trials, Population Analyses
• Bioengineering	• Cardiac Devices, Regeneration
• Physiology	• Pulmonary Function, Endocrine Systems
• Medical Practice	• Cancer Survival, Obesity Control
• Medical Decision Making	• Telemedicine, Screening, Treatment
• Microbiological Processes	• Genetic Control, AIDS Pathogenesis
• Epidemiology	• Disease Transmission, Treatment Costs
• Risk Assessment	• Operations, Antibiotic Resistance
• Health Policy	• Nutrition, Risk Evaluation, Smoking Cessation
• Methodology and Software	• Discrete Modeling, Madonna plus Stella
• Tutorials	• Comparing Modeling Platforms, Philosophies

Submission deadline is September 30, 2002

Additional information can be found at
http://www.networkkonnection.com/~mkatzper/shs/shscall.htm

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International Symposium on Collaborative Technologies and Systems (CTS'03)

The Fourth International Symposium on Collaborative Technologies and Systems is to address, explore and exchange information on the state-of-the-art in collaborative enterprises, their modeling and simulation, design and use, and their impact. Participation is extended to researchers, designers, educators and interested parties in all CTS disciplines and specialties. The symposium will include invited presentations from experts from academia, industry, and government as well as contributed paper presentations describing original work on the current state of research in collaborative technologies, CT systems and related issues. There will also be tutorial sessions, demos, and a panel discussion. **Topics include but are not limited to:**

- Design of Collaborative Systems
- Infrastructure for Collaborative Enterprises (CE)
- Tools for Collaborative Environments
- Collaboration Enabling Technologies
- Mobile and Wireless Collaborative Systems
- Web-Enabled Simulation
- Modeling and Simulation of Workflows in Collaborative Environments
- Information Exchange and Fusion for CE
- Intelligent Agents in Collaborative Applications
- Collaborative Enterprise Security
- Interfaces for Collaborative Work
- Coordination Mechanisms
- Distributed Shared Design and Development
- Prototyping Environments
- Mapping Tasks into Teams
- Distributed Team Management and the Changing Organization
- Collaborative Technologies for Decision Support
- Collaborative Simulation for Distributed Mission Training
- Modeling and Simulation of Collaboration
- Enterprise Heterogeneity
- Collaborative Distributed Simulation Approaches
- Collaborative and Virtual Simulation Environments
- Collaborative Information Infrastructure
- Web Infrastructure for Collaborative Applications
- Data Mining and Warehousing for Collaborative Technologies
- Knowledge Management
- Shared Virtual Reality and Applications
- Electronic Notebooks and Platforms
- Requirements Engineering in CE
- Role-based Access Control
- Project Coordination
- Distance and Collaborative Learning
- Group Characteristics and Social Factors in CE
- Collaborative Environments for Simulation Based Acquisition
- Collaboration in the Joint Synthetic Battlespace
- Collaborative M&S for Wargaming and Exercise Support

Submission deadline is July 19, 2002

For more information about Symposium's paper submission, tutorials, exhibits, demos, panel and special sessions organization, please consult the conference website at URL: http://www.engr.udayton.edu/faculty/wsmari/cts03

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International Conference on Fossil Simulation and Training

The 2003 International Fossil Simulation and Training Meeting will include several sessions on Fossil Power Plant Simulation and staff training. Authors are invited to submit abstracts describing their work in these areas. The topics of interest in fossil simulation and training include, but are not limited to:

- Control Systems and Operator Training Simulators
- Combustion/Emission Modeling
- Management of Simulator Projects
- Training with Plant Simulators
- Advanced Simulation Technologies
- Benefits of Operator Training Simulators
- Update on EPRI Compact Simulators
- Ongoing Simulator Projects
- Training Experiences with Simulators
- Follow-On Applications of Simulators for Maintenance, I&C and Engineering
- Artificial Intelligence and Multimedia
- Training Organizations
- Costs and Cost Benefits of Training Simulators

Three copies of a 300–word abstract or a draft paper should be submitted to the session organizers by **October 14, 2002.**

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International Conference on Simulation Technology for Nuclear Power Plants and Systems

This annual conference sponsored by The Society for Modeling and Simulation International (SCS) is organized to bring professionals within the nuclear simulation field together with other peers, contractors, vendors, suppliers, standards committee members, and regulators. Information is exchanged through the formal presentation of professional papers, participation in panel discussions, and industrial users group meetings that focus on the special needs within the nuclear simulation community.

Professional paper presentations are provided on Monday, January 20, 2003, and Tuesday, January 21, 2003. Vendor booth displays are also available for observation and hands-on demonstration opportunities of the latest technologies in software and equipment.

Suggested Session Titles Include:

- Plant Process Computers, Soft Panel Simulation
- Simulation Modeling Applications
- Simulator Performance and Transient Results
- Simulation Development and Upgrades
- ANSI-3.5 Standard Committee Update – Panel Discussion
- NRC Update - Panel Discussion

Submission deadline is August 30, 2002

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Communication Networks and Distributed Systems Modeling and Simulation Conference

The objective of CNDS is to serve as a forum for the exchange of ideas among international researchers on advances in the design and performance analysis of communication networks and distributed systems. CNDS is a selective, peer-reviewed conference that seeks original, high quality papers that focus on simulation modeling and analysis challenges faced by researchers seeking to develop new principles, and to gain greater insight into the design tradeoffs and performance limitations inherent in emerging and existing networking technologies. CNDS seeks papers that emphasize both methodology and application of simulation in the areas of: wireless communications, mobile computing systems, high speed networking, multimedia applications, computer architecture, distributed or parallel computing. The structure of the conference is designed to facilitate collegiality and continuity of discussion among speakers and attendees on the topics covered during the week. Papers are solicited from, but not limited to the following topics:

- Pervasive Computing
- Distributed Sensor Networks
- Ad Hoc Networks
- Power Control in Wireless Networks
- Mobility Management
- Simulating Wireless Networks
- Mobility Modeling
- Advances in Large Scale Wireless Network Simulation
- Network and Parallel Computing
- Empirically-based Distributions in Simulation Models
- Web Caching and Switching
- Trace-Driven and Analytical Workloads in Hybrid Simulations
- Fine versus Coarse-Gained Simulation Methods
- Switch and Processor Architectures for High Speed Routers
- Advances in Computer Architecture and Memory Systems
- Real-Time and Mobile Web-Based Computing
- Scalable and Reliable Distributed Servers
- Load Balancing in Distributed Systems

All submissions are to be made electronically to SCS via the proceedings management system: http://scs.proceedingscentral.com. Submissions should not exceed 25 double-spaced, 8.5x11 inch pages (including figures, tables, and references) in 10-12 point font. Include five to ten keywords, complete postal and e-mail addresses, and fax and phone numbers of corresponding author.

Abstract submission deadline is August 1, 2002

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International Conference on Grand Challenges for Modeling and Simulation (ICGCMS'03)

Recently, the M&S community has undertaken a series of efforts whose goal is to specify a collection of "Grand Challenge" problems in modeling and simulation. These efforts are archived at http://www.grandchallenges.org. The mission of ICGCMS'03 is to provide a collegial forum for continuing the discussion and debate on the major issues facing the modeling and simulation community. ICGCMS'03 will be organized in a "Position Paper – Response Paper" format. Position Papers are sought in the following areas:

- Future Military Operations
- Homeland Security
- Medicine and Pharmacology
- Transportation
- Communication
- Education and Training
- Economics and Commerce
- Environmental Sciences
- Design and Manufacturing
- Government and Policy

Position Papers should characterize a "view of the future" in a given domain (e.g., future military operations) and motivate the societal, cultural and/or economic advantages of achieving this vision. Position Papers will be posted on http://www.grandchallenges.org and will serve as the basis from which *Response Papers* are generated. Response Papers should be in the form of technical proposals that outline and describe a research agenda required to achieve the view specified in a Position Paper.

Submission deadline is July 1, 2002

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International Conference on Virtual Worlds and Simulation (VWSIM'03)

For VWSim 2003, we will again have a series of conference presentations for the first two and one-half days and a special day of workshops. We have received very good responses on the workshop format - participants enjoyed a chance to really talk. However, participants also wanted to attend more of the talks that were scheduled in individual workshops and they felt that the hardbound publication at the conference was very desireable. For the last few years, we have had three major topics: **Active Intelligent Environments, Experience and Experimentation in Social Worlds, and Integration Places: Infrastructure and Middleware in Virtual Worlds.** In addition, if there is interest, we are considering a new track specifically on "Developing a Theory of Intelligent Systems and Virtual Worlds." We are open to suggestions for additional sessions, workshops, or tracks. We would also like to work with other groups that are interested in setting up a possible virtual session within the conference dates.

Two page (at most) **proposals for special workshops, additional sessions and tracks are due via e-mail to one of the conference chairs (ASCII text only, please) by July 1, 2002**

One page (at most) **abstracts are due via e-mail to one of the conference chairs (ASCII text only, please) by July 1, 2002**

For more information about the VWsim conference go to
http://www.cs.umd.edu/~cal/VWsim/VWsim-schedule.html

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