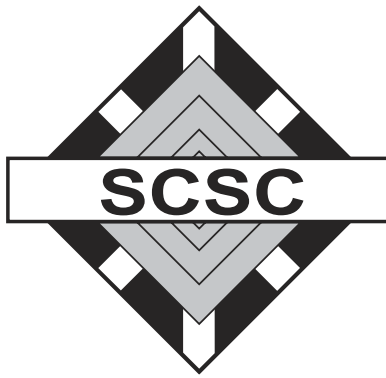


Call for Papers



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SCSC 2006

2006 Summer Computer Simulation Conference

July 30–August 3, 2006

The Coast Plaza and Conference Center
Calgary, Canada

The Summer Computer Simulation Conference is focusing on Innovative Technologies for Simulation this year. Modeling and Simulation is a very critical area for supporting Research and Development as well as competitiveness worldwide; new technologies are enabling new use of M&S and increasing its impact in new areas; SCSC provides an International Forum for presenting the State of the Art in the International Simulation Community as well as the Effectiveness of Simulation Experiences in World Businesses. Several topical perspectives will serve to illuminate the evolution of the modeling and simulation community. All submissions will be reviewed based on the draft full paper and/or extended abstract.

Several topical perspectives will serve to illuminate the evolution of the modeling and simulation community. There will be three categories of participation: fully-reviewed papers, extended abstracts, and presentations. A list of topics is summarized here:

Modeling and Simulation Technology

- Distributed Interactive Simulation
- Experimental Design
- Experiential Digital Media
- Fuzzy Logic
- High Level Architecture
- Human Behavior Representation Techniques
- Human Factors
- Methodology
- Modeling and Simulation Languages
- Modeling and Simulation System Architecture
- Parallel and Distributed Modeling and Simulation
- Real-time Systems M&S Technology
- Simulation Life Cycle Evolution
- Simulation Software Engineering
- System Dynamics Representation
- Virtual Reality
- Virtual Environments
- Visualization, Graphics, and Animation
- Web-based Architectures and Implementation

Modeling and Simulation Applications

- Adaptive Systems
- Agent-directed Simulation
- Artificial Life
- Artificial Neural Networks
- Bioinformatics
- Business Intelligence
- Data Fusion
- Knowledge Management
- Knowledge-based Expert Systems
- New Product Development
- Complexity, Complex Systems
- Ecological and Environmental Systems
- Electro-mechanical Systems
- Electro-optics
- Geophysical Systems
- Manufacturing
- Marine Applications
- Materials Modeling and Simulation
- Military Systems
- Queuing Systems
- Robotics and Autonomous Systems
- Synthetic Environment Representation
- System Dynamics
- Training Simulators
- Transportation and Traffic

Industry and Business Practice

- Collaboration Environments
- Simulation-based Acquisition
- Economics of Modeling and Simulation
- Education of the Modeling and Simulation Professional
- Future of Modeling and Simulation
- Information Systems
- Infrastructure Planning and Design
- Influences of Communications and Media
- Logistics
- Management Science
- Process Engineering
- Scheduling
- Standards
- Verification, Validation, and Accreditation

PAPER SUBMISSION

Extended abstracts (4-6 pages), full draft papers or other proposals should be submitted for the review process as a PDF file to the SCS Conference Proceedings Management System site at: <http://www.scs.org/confernc/submit.asp> by March 15, 2006. Each extended abstract must include the title, authors, affiliations, addresses, references and summary (4-6 pages) for proper positioning in the conference. Only original papers, written in English, which have not been published previously elsewhere will be accepted. Please indicate which conference topic is most appropriate, listing first and second choices. Notifications of acceptance status will be sent on May 2, 2006.

Please note that in case of acceptance your final manuscript will need to be submitted electronically as a PDF file to the SCS Conference Proceedings Management System site by March 15, 2006 to guarantee inclusion in the conference CD and final program. Authors of accepted papers are expected to attend the conference, present their work to their peers, transfer copyright, and pay a conference registration fee at the time their camera-ready paper is submitted.