



SPRINGSIM' 16

Spring Simulation Multi-Conference 2016

APRIL 3-6, 2016

The Westin Pasadena; Pasadena, California

**** Call For Papers ****

SpringSim'16 Student Modeling & Simulation (M&S) Mobile App Competition

General Chair: **Salim Chemlal**, schem001@odu.edu
General Co-Chair: **Mohammad Moallemi**, moallemi@sce.carleton.ca

After last year's great success of the first student M&S mobile app competition, SpringSim'16 is soliciting its second **student M&S mobile app competition**. A great opportunity to expose your work to fellow colleagues and potential employers.

The purpose of the app competition is to engage students in application development related to M&S, incorporating various related topics that can be integrated in a mobile app. The application can be as simple as a remote M&S interface on a tablet device, to as complicated as M&S tool running on such a device. This competition is intended to promote M&S applications on smart phones and tablet devices. The competition is open to **all undergraduate and graduate students** at all stages of their careers. A student must be the primary author while faculty can be added as co-authors. Limited **travel support** funds are provided on a first come, first served basis; please email us requesting travel support as soon as you submit the abstract.

Deliverables and Presentation

Teams are required to submit a **2-page abstract**, listing team members, description of the mobile application, M&S methodologies used, and technical details of the implementation. The paper must embed screenshots of the mobile app and list all of the capabilities of the app. For the abstract format, **please refer to the SpringSim page for SCS paper formatting**.

Each contestant will demo and present the app during the competition session, the demo can be joined with a ppt presentation. Allotted time for each demo/ppt is 15mins with 5mins of Q&A.

Winners will be chosen by the SpringSim'16 competition judges. The judging panel will consist of SpringSim organizers and industry sponsors.

Judges are not eligible to compete for prizes.

Awards

- Best App: **\$500 Prize & Certificate**
- Second, Third, Fourth & Fifth Apps: **Prizes & Certificates**
- Gifts will be coordinated by Awards Chair in coordination with the General Chair.

Scope of the Competition

Possible topics include (but not limited to) the followings:

- Serious game applications in engineering, healthcare, education and learning theories.
- Augmented reality and 3D visualization applications.
- Computer/Communication Networks M&S using mobile applications.
- Numerical Simulation and Optimization for Business and Industry on tablet devices.
- M&S in the area of Neural Networks on tablet devices.
- Image/Video Processing using M&S techniques on mobile devices.
- Web-based M&S on mobile devices.
- High-performance Computing and Simulation on tablets.
- Network/Internet Traffic Modeling and Workload Characterization on tablets.
- Simulation of Clusters, Grids and Wireless Systems using a mobile applications.
- Remote simulation interface as a mobile application.
- Parallel and Distributed simulation systems on mobile devices.
- Biological M&S applications.
- Discrete Event M&S approaches to solve continuous equations on tablets .
- Social Media Networking applications using M&S techniques.
- Mobile cloud computing applications.

Judging Criteria

Judges will be considering the following overall criteria:

- Originality & creativity: solely developed by author(s)
- Technical merit: algorithms and methodologies used
- UI Design: design of the User Interface
- User Experience: functionality, efficiency, logical structure
- Quality and design of submitted paper and presentation
- Usability and ease of use
- Number of supported platforms
- Testing and validation of the app

Awards Committee

App Awards Committee will be composed of General Chair, Awards Chair and Symposia Chairs. Evaluation forms will be prepared by Awards Chair and handed to the committee before evaluation session.