

2015 Spring Simulation Multi-Conference (SpringSim'2015)

April 12 - 15, 2015 | Alexandria, USA

**** Call For Mobile App. Competition ****



SpringSim'15 Student Modeling & Simulation (M&S) Mobile App. Competition

General Chair: **Salim Chemlal**, schem001@odu.edu

General Co-Chair: **Mohammad Moallemi**, moallemm@erau.edu

SpringSim'15 is soliciting for the first time a **student M&S mobile app. competition with award prizes**.

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. At least one of the authors must be currently a student.

At least one author of each accepted application must register and present the work, students have a discounted rate. Limited **travel support is also available**. Interested students must contact the Mobile app. Chair/co-chair for inquiries regarding travel support.

Deliverables and Presentation

Teams are required to submit a **2-page extended 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. The extended abstract will be submitted to the Poster and Student colloquium track submission website. For more information refer to springsim'15 website at <https://scs.org/springsim>.

Each contestant will get to demo and present the developed application to a panel of judges during **the student colloquium session**. The demonstration can be done on a tablet device or on a simulator/emulator; authors/developers must bring their own mobile device or computer with the application installed and configured to be demonstrated to the jury and audience. Authors must show proof of originality and ownership, such as source code. For each submitted app, at least one author must attend and demonstrate the app.

Winners will be chosen by the SpringSim'15 competition judges. The judging panel will consist of SpringSim organizers and industry sponsors.

Judges are not eligible to compete for prizes.

Awards

- Best App: **CASH prize**
- Second, Third, Fourth & Fifth Apps: **Gifts**
- Gifts will be coordinated by Awards Chair in coordination with the General Chair.

Submission Deadline

February 20th, 2015

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 abstract and presentation
- Usability and ease of use
- Number of supported platforms
- Testing and validation of the app