AIMS AND SCOPE

The Tutorial Track aims at providing the opportunity for researchers and practitioners of the discipline to introduce their applications, tools, methodologies or theories. Tutorials will allow conference attendees to engage in extended discussions in different subject matters. Tutorials may also be introductory tutorials that are oriented toward participants who are interested in broadening their knowledge of a subject matter. Advanced tutorials are for attendees who seek the latest advances in modeling and simulation. Some of the possible topics included (but not limited to) the following:

- Modelling and Simulation theories
- Methodologies and tools.
- Application areas: Accessibility, Collaborative training, Learning everywhere, Human-simulation interface, Multi-sensory simulation environments, Aviation, Aerospace, Environment and Energy