

SUMMERSIM'19

2019 Summer Simulation Conference

AIMS AND SCOPE

Tutorial Track

Track Chair: Alberto Falcone

The **Tutorial Track** aims at providing a high-quality learning experience to conference attendees through a set of tutorials led by renowned researchers and practitioners in the field of relevance for the Modelling and Simulation community. This track allows scientists to introduce their applications, methodologies and theories and permits attendees to learn and share knowledge through extended discussions in different subject matters. There are two kinds of tutorials: (i) *Introductory tutorials*, which are oriented toward participants who are interested in broadening their knowledge of a subject matter; and, (ii) *Advanced tutorials*, which are intended for attendees who seek the latest advances in modeling and simulation.

Topics of interest include, but are not limited to, the following:

- Modelling and Simulation (M&S) theory;
- Methodologies and tools for systems M&S;
- Paradigms, Methodologies and software for distributed and real-time simulators (e.g. Parallel and Distributed Simulation, High Level Architecture and Agent-Based Simulation);
- Simulation Case Studies (e.g. Collaborative training, Learning everywhere, Human simulation interface, Multi-sensory simulation environments, Aviation, Aerospace, Energy and Power, Ecological and Environmental).