

# Tutorials'17

Spring Simulation Multi-conference 2017

APRIL 23 - 26, 2017

Virginia Beach, VA

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Spring Simulation Multi-conference is an annual conference sponsored by The Society for Modelling and Simulation International which covers state-of-the-art developments in computer simulation technologies, as well as scientific, industrial, and business applications. Its Tutorial Track aims at providing the opportunity for the researchers and practitioners of the discipline to introduce their authentic applications, tools, methodologies or theories in **90-120 minutes** long tutorials. Tutorials allow engaging conference attendees in extended discussions and are great venues for hands on activities. They can be introductory tutorials that are oriented toward the participants who are interested in broadening their knowledge, or advanced tutorials for the ones who seek the latest advances in modelling and simulation.

We would like to invite and encourage modeling and simulation researchers and practitioners in academia, government agencies or industry to submit proposals for tutorials.

## Topics

Topics include modelling and simulation theories, methodologies and tools. Application areas include cyber-physical systems, advanced telecommunication; computer systems; aviation and aerospace; environment, energy, and other industries.

## Submission Guidelines

Tutorial proposals should be 2 pages in length. Interested authors are invited to submit an accompanying optional paper: maximum of 12 pages long, with a minimum of 6 pages, with single column format. They will be reviewed by the Chair and will be included in the Conference proceedings. They will not be submitted to ACML Digital Library. **Please use the paper template provided in the conference website (<http://www.scs.org/springsim>).**

## Important Dates

Abstract Submission: October 15, 2016

Abstract Feedback: October 30, 2016

Full paper Submission: December 15, 2016

Notification of Acceptance: January 31, 2017

Camera-ready: February 20, 2017