

CALL FOR PAPERS

Student M&S Demo Session' 17

Spring Simulation Multi-conference 2017

APRIL 23-26, 2017

Virginia Beach, VA

Organizing Committee

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

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

The purpose of the M&S Demo Session is to engage students in simulation development, implementing M&S theories in the simulation application. Various related topics and simulation formalisms are within the focus of this symposium. The simulation environment can be as simple as a desktop M&S application or remote M&S interface on a tablet device, to as complicated as M&S tool running on a distributed platform. The team members must be able to demonstrate their M&S system in the associated session during the Conference. The demo will include execution of at least a single simulation scenario on desktop or mobile platform and displaying the results of the simulation. The underlying M&S theory and formalism as well as the implementation overview must be documented in a 2-page abstract paper and submitted prior to the conference. This demo session is intended to promote M&S system and application development by students and academia. The system **must be solely developed by the students team members**. Use of open-source tools and libraries can be incorporated into the system, however, the use of commercial simulation tools is not allowed in the demo. The session 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 (\$250 per team)** are provided on a first come, first served basis. Please email us requesting travel support as soon as you submit the abstract. Each team member is supposed to bring their required logistics (computers, displays, peripherals ...). Demo space will be provided to the teams.

Deliverables and Presentation

Teams are required to submit a 2-page abstract, listing team members, description of the simulation environment, M&S methodologies used, and overall technical details of the implementation. The paper must embed screenshots of the displays and list all of the capabilities of the system. For the abstract format, please refer to the SpringSim page for SCS paper formatting (<http://scs.org/springsim/>).

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

There is a judging committee which consists of SpringSim organizers and industry sponsors, their goal is to provide constructive feedback to participants regarding their work and demos.

Best demos will receive certificate awards from SpringSim'17 organizers.

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Important Dates

2-page Abstract Submission Deadline: **February, 20th, 2017**
Notification of Acceptance: **February, 28th, 2017**
SpringSim'17 Demo Session: **April 23rd, 2017**

Scope of the Demo Topics

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

- Serious game applications in engineering, healthcare, education and learning theories
- Flight simulations, and aviation/airspace related simulations
- Computer/Communication Networks M&S
- Numerical Simulation and Optimization for Business and Industry
- M&S in the area of Neural Networks
- Image/Video Processing using M&S techniques
- Web-based M&S
- High-performance Computing and Simulation
- Network/Internet Traffic Modeling and Workload Characterization
- Simulation of Clusters, Grids and Wireless Systems
- Remote simulation interface
- Parallel and Distributed simulation systems
- Biological M&S applications
- Discrete Event M&S approaches to solve continuous equations
- 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 demo
- Usability and ease of use
- Testing and validation of the system