



THE SOCIETY FOR COMPUTER SIMULATION INTERNATIONAL EUROPEAN CONFERENCE PROGRAMME JULY-DECEMBER 2001

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	JULY		SEPTEMBER	LOGO	NOVEMBER	
TIMELINE	[_____]	[_____]	[_____]	[_____]	[_____]	[_____]
		AUGUST	LOGO	OCTOBER	LOGO	DECEMBER

DEADLINES LEGEND: ■ ABSTRACT SUBMISSION DATE ■ NOTIFICATION ■ PAPER SUBMISSION ■ CONF.

Dear Colleagues,

Well we've already come to the second edition of the SCS Europe Conference Programme Booklet, which replaces our normal Call for Papers. Before I go into reviewing our events for the fall of 2001, I would like to thank all of you, who applauded our new initiative to be kind to the environment. Secondly here's an update on the events for the first six months of the year. The **Agent Based Simulation Conference** will feature some **30 presentations**, while for **ECEC'2001 50 presentations** were accepted. **Euromedia 2001**, this year will boast some **64 presentations** and at present **ESM'2001** has attained some **240 possible presentations**. The preliminary programmes for all these conferences are available on the respective websites, as are the registration forms. Coming back to this issue, however, we are highlighting the third **MESM** (Middle Eastern Symposium on Simulation and Modelling) the **13th ESS** (European Simulation Symposium), our fall flagship event and **Game-On 2001**, already the second conference on simulation and AI in computer games. Also remember, that all full Call for Papers for all conferences are available for download from our website in PDF, RTF and ascii format (for your own use or to inform a colleague).

SCS EUROPE FUTURE CONFERENCE CALENDAR

January- June 2002	July - December 2002	January- June 2003
April: Agent Based Simulation, Passau, Germany April: ECEC'2002, Modena, Italy April: Euromedia'2002, Modena, Italy June: ESM'2002, TBA June: Euro-SigSW, TBA June: FOODSIM'2002, Cork, Ireland	September: MESM'2002, Amman, Jordan October: ESS'2002, Dresden, Germany November: Game-On 2002, TBA	April: Agent Based Simulation, Passau, Germany April: ECEC'2003, Plymouth, UK April: Euromedia'2003, Plymouth, UK June: ESM'2003, TBA June: Euro-SigSW, TBA

Would you like to get involved in one of our conferences, or would you like to host one of our events, send me an email. Philippe.Geril@rug.ac.be



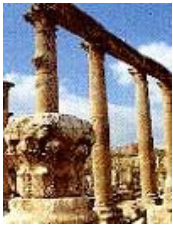
MESM 2001 September 5-7, 2001



Amman University

Amman - Jordan

Sponsored by:



DEADLINES

APR 25	JUNE 10	JUL	AUG 1	SEPT 5-7
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The full Call for papers can be downloaded from
<http://hobbes.rug.ac.be/~scs/conf/mesm2001>
in PDF-DOC and ASCII format



CONFERENCE TOPICS

The MESM'2001 conference is the third conference after the successful start of the first MESM'99 held in Jordan and is organized by the European Council of the Society for Modeling and Simulation International (SCS). One of the major aims of this conference is to bring people from various parts of the Middle East in contact with colleagues working in modeling & simulation from around the world (e.g.. Europe, USA, Canada, Far East etc.). The other aim is to establish a local chapter(s) in the Middle East. This conference, is sponsored by, De Montfort University (UK), as well as IEEE UKRI - SPC.

The conference covers the following subjects. Modelling and Simulation Methodology, Simulation of Networks and Communication Systems Simulation, Simulation of Signal and Image Processing, Energy Systems Simulation Multimedia and Virtual Reality Systems, Decision Processing in Management, Modelling and Simulation for Biomedical Applications, Modelling and Simulation for Industrial Applications, Web-based Simulation, Software Engineering, Simulation in Information Processing, Simulation in Fuzzy Systems Neural Networks and Genetic Algorithms, Simulation in Archeology and Simulation in the Arab World

CONFERENCE SITE



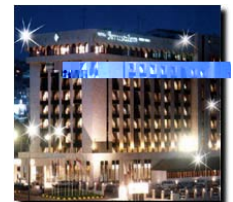
The conference will be held at Amman University, which is the first private University to be established in Jordan, dating back to 1990. It has since then set a pioneering pace in the field of private higher education. AU is fully accredited by the Jordanian Council of Higher Education, the only accrediting authority in Jordan. AU enjoys wide Arab and international recognition, and it is an active member of the Association of Arab Universities.

CONFERENCE HOTEL



A number of rooms have been set aside at the Hotel Jerusalem International, which is ideally situated in the heart of the residential area of Amman. Twenty miles from the airport, close to Commercial Centers and Tourist attractions and Amman city centre. A special conference room rate will be available for all participants

Hotel contact information: The Hotel Jerusalem International, P.O. Box 926265/6, Amman 11110 Jordan. Tel: 962.6.6161121, Fax: 962.6.5159238, Email: alquds@jerusalem.com.jo, Website: www.jerusalem.com.jo



CONFERENCE PRICES

Jordanian Participants: **195 EURO**, Other Middle Eastern Participants: **250 EURO**, SCS/ASIM/EUROSIM Members: **475 EURO**, All other: **525 EURO** (prices include Proceedings, lunches, conference dinner, get-together party and coffee breaks)

GAME-ON 2001

November 30-December 1,
2001

DEADLINES



Holiday Inn - London Docks
London - United Kingdom

JUL 15	AUG	SEP 15	OCT 15	NOV 30 DEC 1
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The full Call for papers can be downloaded from
<http://hobbes.rug.ac.be/~scs/conf/gameon2001>
in PDF-RTF and ASCII format

Sponsored by



CONFERENCE TOPICS

The aim of the 2nd annual European Game-On Conference on simulation and AI in Computer Games is to bring together researchers and games people in order to exchange ideas on programming and programming techniques, which will be beneficial to the gaming industry and academia. Secondly it aims to steer young people into this industry by providing how-to tutorials and giving them the opportunity to show their ideas and demos to the gaming industry. The conference will concentrate mostly on the programming of games, with special emphasis on simulation, AI and fuzzy sets, and physics related computer graphics. Next to that, all of this will be fused in the topic of computer game design in stand-alone and networked games. Software providers will be able to show their latest packages and give hand-on tutorials for the participants. Companies will also have the opportunity to seek new talent at this event.

The conference will cover: Games Systems and State-of-the-art, Modelling and Simulation, Animation, Games Design and Development, Intelligent Systems, Evolutionary Systems and Artificial Life, Graphics and Virtual Reality and European Projects.

Students are encouraged to show demos of their work to the companies present at the conference. The best demo will receive a cash prize from the organizers. Furthermore, we will initiate a competition in game problem solving (more info on this later).

CONFERENCE SITE



The conference will be held at The Holiday Inn, London Nelson Dock, which is located on the south bank of the Thames, opposite the famous Canary Wharf development. The hotel can easily be reached from central London and from the major London airports. This purpose built hotel and conference centre incorporates the original wharf buildings; Nelson Dock, the only dry dock left in London; La Dame de Serk - a full size replica 3 masted French barque, which houses the restaurant - Traders; and Nelson House - the original dock owners home..

Hotel Contact information: Holiday Inn, London Nelson Dock, 265 Rotherhithe Street, London, SE16 5HW, Tel: +44.20.7231.1001, Fax: +44.20.7231.0599, Email: reservations@holidayinnnd.com
Website: www.holidayinnnd.com.



CONFERENCE PRICES

Authors: **375 EURO**, Students: **175 EURO** SCS/ASIM/EUROSIM Members: **400 EURO**, All other: **475 EURO** (prices include Proceedings, lunches, conference dinner, get-together party and coffee breaks)

LOGO ESS'2001

**ESS'2001
SIMULATION IN
INDUSTRY
October 18-20, 2001**

**Hotel Mercure-Marseille
Marseille, France**

Co-Sponsored by



**DEADLINES
EARLY BIRD REGISTRATION MARCH 30**

APR 30	JUN 15	JUL	AUG	SEP 10	OCT 18-21
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The full Call for Papers can be downloaded from
<http://hobbes.rug.ac.be/~scs/conf/ess2001>
in PDF-RTF and ASCII format



CONFERENCE TOPICS

The **13th annual European Simulation Symposium** concentrates on the industrial application of simulators and computer technology. Increasingly, the industrial application of simulation is being used by companies to analyze their relative strengths and weaknesses and to focus on specific processes open for improvement. With the integration of artificial intelligence and other modeling techniques, simulation has become an effective and appropriate decision support tool, as well. The exchange of techniques and ideas among universities and industry, which support the integration of simulation in the everyday workplace, is the basic premise at the heart of ESS'2001. ESS'2001 consists of four major parts. A part concerns itself with **simulation applications**, another with **simulation methodology**, then there are the **workshops**, the **exhibition** and last but not least the **poster sessions for students**.

The **application section** covers: Automation, CAD/CAM/CAE, Defense Electronics, Design Automation, Simulation in industrial Design, Industrial Engineering, Industrial and Process Simulation, Manufacturing, OR, Business and Services Simulations, Emergency Management, Environmental Sciences and Mission Earth, Intelligence and Security, Logistics and Transport, Power Plants, Multibody Systems, Aerospace, Training and Educational Support., Distributed Interactive Simulation.

The **methodologies section** covers: Simulation Methodologies, Languages and Tools, Artificial Intelligence, Knowledge Based Simulation, Virtual Reality, Synthetic Environments, Petri Nets and Performance Analysis.

There will be four theme specific workshops at the conference: the **DEVS workshop**, the **Ecology Workshop**, the **Bond Graph Workshop** and the **Artificial Neural Networks Workshop**.

The DEVS Workshop will cover: Extensions to the DEVS formalism, DEVS and Distributed DEVS frameworks, DEVS-based next generation VHDL, DEVS standardization, DEVS applications.

The Ecology Workshop The main goal is to enhance the transdisciplinarity and to facilitate contacts and dialogs between computer scientists and specialists of Environmental Sciences. Since 10 years the modelling process took benefits from recent (and less recent) techniques of computer science : Object-Oriented Languages, Discrete Event Simulation, Concepts of Agent and Actor, Fuzzy Logic, UML, model - GIS interface, Web-based simulation... Many, many simulators were built in the wide spectra of environment managing, predictive models of forest growth, fishing, climate and other biological processes.

Papers dealing with ecological modelling (in a large sense) are welcome in the areas of:

Applications: Environment managing, Waste managing, Ecosystem dynamics (terrestrial and oceanographic ecology) Population dynamics (diseases & epidemics, changes in biodiversity, genome, predator-prey relationships, fishing...), Population behaviour, Individual behaviour,

involving methodologies such as : Artificial Intelligence, Distributed Interactive Simulation, High-Performance Computing, Languages, Modelling Techniques, Simulation Methodologies & Tools, Synthetic Environment, Virtual Reality, Petri nets,

DEVS and Bond Graphs.

The Bond Graph Workshop will bring experts together for the purpose of discussing new concepts, methods, techniques tools and applications of this energy-based modeling methodology. Papers dealing with all aspects of the use of bond graphs in system design, analysis, and control are welcome. The workshop will provide a forum for the presentation and discussion of recent research and applications of the Bond Graph methodology.

Research papers are welcome in the following categories of presentation: Tutorials, Panel Discussions, Software and Tools, Bond Graph Theory, Advanced Bond Graph Methodology, Bond Graphs and Block Diagrams, Computer Graphics and Bond Graph Modeling, Qualitative Modeling, Mechatronics Systems, Mechanical Systems and Robotics, Electrical and Power Systems, Control Systems, Thermal and Chemical Systems, Biomechanics and Prosthetics, Ecological Systems, Biological and Medical Systems, Social and Economic Systems, Industrial Applications, Large, Nonlinear Models.

The Artificial Neural Networks Workshop will provide a forum for the presentation and discussion of recent research and applications of artificial neural networks such as in machine learning, data analysis and simulation. The aim of the workshop is to encourage and facilitate interdisciplinary communication amongst university and industry professionals in applying ANN. Papers dealing with ANN applications (in a large sense) are welcome. As for instance few topics are indicated: Classification, Data analysis, Fault tolerance, Forecasting, Knowledge acquisition, Economics and Finance, Planning, Pretreatment of the data, Process control, Robotics, Speech and image recognition, Web intelligence, ... involving methodologies such as : Hybrid systems (GA, fuzzy, symbolic representation, Methods or tools for evaluating ANN performance, Reinforcement Learning, Simulation tools (research, education, development), ...

The **exhibition** is aimed at companies designing simulation products. The program provides specific time blocks designed to enhance vendor contact with attendees.

The **poster sessions** are devoted to Ph.D. Students who can come to present and discuss their thesis work with experts in the area of simulation. Ph.D.Students should submit overview articles, describing the area of their research.

CONFERENCE SITE



Vue du Vieux-Port, peinte par Mistrail

The conference will be held in the beautiful French city of Marseilles, used as a backdrop of many a great movie. The city lies on the crossroads of the orient and the easy-going life of the south of France. Famous for its Old Fishing Port and fine food. The fishing port, which was made famous by the many works of Marcel Pagnol. Next to the Old port, the city boasts a very well preserved inner city dating back to the 17th century. The townhall for example dates back from that era and as Marseille used to be, next to Toulon an important strategic town for the French Navy, many remnants

of that illustrious past still abound. One of the main attractions of the city for naval buffs is the naval museum, which houses Some of the finest naval exhibits in the world. So, make sure Marseilles is the destination for you this Autumn and be at ESS'2001, the place to meet simulation experts in your field of expertise.



The conference will be held at The Mercure Marseille Euro-Centre. Right next to the CMCI and close to the Canebiere and the chamber of commerce, part of the Bourse mall, the hotel overlooks the famous "Vieux-Port" and the "Jardin des Vestiges". The hotel offers 199 guest rooms. Also available: bar, restaurant, 12 meeting rooms for 300 people. Pets are allowed, car park available.

Hotel Contact information: Hoitel Mercure Marseille Euro-Centre, Rue Neuve Saint Martin, Marseille, France. Tel: +33.4.91.39.20.00, Fax: +33.4.91.56.24.57



CONFERENCE PRICES

SCS/ASIM/EUROSIM Members: **475 EURO**, All other: **525 EURO** (prices include Proceedings, lunches, conference dinner, get-together party and coffee breaks)

THIS CONFERENCE BOOKLET IS SENT OUT INSTEAD OF THE TRADITIONAL CALL FOR PAPERS AS SCS-EUROPE WANTS TO DO ITS BIT FOR NATURE BY CUTTING DOWN ON PRINTED MATERIALS. IN ORDER TO HELP US AND BE KIND TO THE ENVIRONMENT PLEASE INFORM US IF YOU HAVE CHANGED ADDRESSES OR IF YOU WANT TO BE DELETED FROM OUR

DATABASE AND PROVIDE US WITH YOUR LATEST EMAIL ADDRESS (THIS CAN BE DONE BY USING THE FORM AT THE BACK OF THIS PROGRAMME.

FOR FAST SERVICE

First Name: Surname: Occupation and/or Title: Affiliation: Mailing Address Zip code: City: Country: Telephone: Other colleague(s) interested in the topics of the conference is/are: Name: Address:	Fax: <u>E-Mail:</u> <input type="checkbox"/> Presenting a paper, by submitting a full paper <input type="checkbox"/> Presenting a short paper (by submitting an extended abstract) <input type="checkbox"/> Participating in the industrial program <input type="checkbox"/> Organizing a vendor session <input type="checkbox"/> Proposing a panel discussion (please mention names of panelists) <input type="checkbox"/> Contributing to the exhibition <input type="checkbox"/> Without presenting a paper
Yes, I intend to attend the <input type="checkbox"/> MESM'2001 <input type="checkbox"/> ESS 2001 <input type="checkbox"/> GAME-ON'2001	

The provisional title of my paper / exhibited software package is:	With the following highlights:
.....
.....
.....

The paper belongs in: TICK THE CATEGORY	
<p>MESM'2001</p> <ul style="list-style-type: none"> <input type="checkbox"/> Modelling and Simulation Methodology <input type="checkbox"/> Simulation of Networks and Communication <input type="checkbox"/> Systems Simulation <input type="checkbox"/> Simulation of Signal & Image Processing <input type="checkbox"/> Energy Systems Simulation <input type="checkbox"/> Multimedia and Virtual Reality Systems <input type="checkbox"/> Decision Processing in Management <input type="checkbox"/> Modelling & Simulation in Biomedical Systems <input type="checkbox"/> Modelling & Simulation for Industrial Applications <input type="checkbox"/> Web Based Simulation <input type="checkbox"/> Simulation in Information Processing <input type="checkbox"/> Simulation in Fuzzy Systems <input type="checkbox"/> Neural Networks and Genetic Algorithms <input type="checkbox"/> Simulation in Archeology <input type="checkbox"/> Simulation in the Arab World 	<p>APPLICATIONS</p>
<p>GAME-ON'2001</p> <ul style="list-style-type: none"> <input type="checkbox"/> Games Systems and State-of-the-art <input type="checkbox"/> Modelling and Simulation <input type="checkbox"/> Animation <input type="checkbox"/> Games Design and Development <input type="checkbox"/> Intelligent Systems <input type="checkbox"/> Evolutionary Systems and Artificial Life <input type="checkbox"/> Graphics and Virtual Reality <input type="checkbox"/> European Projects 	<p>METHODOLOGY</p>
	<p>ESS'2001</p> <ul style="list-style-type: none"> <input type="checkbox"/> Automation <input type="checkbox"/> CAD/CAM/CAE <input type="checkbox"/> Defence Electronics <input type="checkbox"/> Design Automation <input type="checkbox"/> Simulation in Industrial Design <input type="checkbox"/> Industrial Engineering <input type="checkbox"/> Industrial and Process Simulation <input type="checkbox"/> Manufacturing <input type="checkbox"/> OR, Business and Services Simulation <input type="checkbox"/> Emergency Management <input type="checkbox"/> Environmental Sciences and Mission Earth <input type="checkbox"/> Intelligence and Security <input type="checkbox"/> Logistics and Transport <input type="checkbox"/> Power Plants <input type="checkbox"/> Multibody Systems <input type="checkbox"/> Aerospace <input type="checkbox"/> Training and Educational Support <input type="checkbox"/> Distributed Interactive Simulation <input type="checkbox"/> Simulation Methodologies <input type="checkbox"/> Languages and Tools <input type="checkbox"/> Artificial Intelligence <input type="checkbox"/> Knowledge Based Simulation <input type="checkbox"/> Virtual Reality <input type="checkbox"/> Synthetic Environments <input type="checkbox"/> Petri Nets