



CALL FOR PAPERS

SAC 2001

The 16th ACM Symposium on Applied Computing
March 11 - 14, 2001, Las Vegas, USA

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SAC 2001

For the past fifteen years, the ACM Symposium on Applied Computing has been a primary gathering forum for applied computer scientists, computer engineers, software engineers, and application developers from around the world. SAC 2001 is sponsored by the ACM Special Interest Groups on Applied Computing (SIGAPP) and Biomedical Computing (SIGBIO). SAC 2001 is hosted by the University of Nevada, Las Vegas.

PAPERS

Authors are invited to submit original papers in all areas of experimental computing and application development for the technical sessions, and panel and workshop proposals that deal with the symposium themes via the various track titles. This includes five categories of submissions:

- 1) Original and unpublished research work
- 2) Reports of innovative computing applications in the areas of bioinformatics, arts, sciences, engineering, and business
- 3) Reports of successful technology transfer to new problem domains
- 4) Reports of industrial experience and demos of new innovative systems
- 5) Panels and Discussion Groups

Peer groups appropriate to each submission category will blindly review submissions in that category. Accepted papers in all categories will be published in the annual conference proceedings. Expanded versions of selected papers from all categories will be considered for publication in the ACM SIGAPP Applied Computing Review (SIGAPP ACR). Submission guidelines are available on SAC 2001 Website.

In addition to the topics covered in the list of technical tracks, the Program Chair invites topics for consideration in other areas of application development and will personally discuss those ideas with any potential author. Papers spanning more than one track should be mailed to the Program Chair. For panels and discussion groups, please contact the Program Chair for submission guidelines. For additional information please refer to SIGAPP ACR, or contact the conference officials, or visit SAC 2001 Website.

TUTORIALS

An integral part of SAC 2001 is the tutorial workshops program. Submitted tutorials should stress state-of-the-art technology that may be applied directly to the work of practitioners in the field. Presenters are invited to submit proposals for tutorials in all areas of experimental computing and application development. Tutorials for SAC 2001 will be either full-day or half-day tutorials. The proposal should include a brief summary and outline, specific goals and objectives, expected background of the audience, a biographical sketch of the presenter(s), and A/V equipment needed for the presentation. All tutorial proposals should be directed to the Tutorials Chair. Tutorial submission guidelines are available on SAC 2001 Website.

TECHNICAL TRACKS

SAC 2001 offers the following technical tracks:

- *Artificial Intelligence and Computational Logic*
- *Bioinformatics*
- *Computational Science*
- *Computer Uses in Education*
- *Coordination Models, Languages and Applications*
- *Database Technology*
- *Evolutionary Computation and Optimization*
- *Mobile Computing Systems and Applications*
- *Multimedia and Visualization*
- *Neuro-Fuzzy Applications*
- *Parallel and Distributed Computing*
- *Programming Languages*
- *Software Engineering and Management*

In addition to the above tracks, SAC 2001 invites new technical tracks as well. Interested participants can contact the Program Chair.

Paper submissions should be sent to the appropriate Track Chair. Track Chairs contact information is available on SAC 2001 Website.

IMPORTANT DATES

Sept. 1, 2000: *Paper and tutorial submissions*
Oct. 13, 2000: *Author notification*
Nov. 1, 2000: *Camera-ready copy*

SAC 2001 Website: <http://www.acm.org/conferences/sac/sac2001>