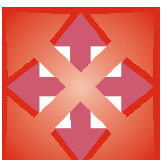


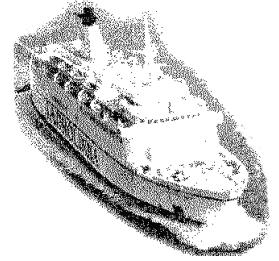


SoftCOM 2001

**International Conference on
Software, Telecommunications
and Computer Networks**



Workshop on Component-Based Active Simulation Networks



*October 09-12, 2001
Split, Dubrovnik (Croatia)
Ancona, Bari (Italy)*

Call for Papers

Workshop on Component-Based Active Simulation Networks will be held aboard the luxury ship "Marko Polo" traveling on the route Split (Croatia) - Ancona (Italy) - Bari (Italy) - Dubrovnik (Croatia) in the frame of the 9th International Conference on Software, Telecommunications and Computer Networks - *SoftCOM 2001*.

The Workshop focuses on communication services for highly interactive distributed simulation applications. It is intended to provide a forum for networking and distributed system researchers to discuss advances on distributed object services, component-based object systems, active network platform technologies, and the opportunities to apply such technologies to communication services for interactive, distributed simulation applications. Perspectives on the development of new information and communication services require new considerations and the re-design of network services, especially with regard to communication topologies and configurations, computational capabilities at network nodes, and technical properties related to the quality of network service. This is especially the case of distributed interactive simulation applications and environments over the internet, where a wide spectrum of requirements appear within a communication session. The workshop seeks papers on (but not limited to) the following topic:

- * Analysis of communication service requirements in distributed simulation applications and, especially, networked games
- * Analysis of the usage of component-based systems, distributed objects and agent systems, and active network services for simulation networks.
- * Design of simulation networks and active node services based on distributed objects, mobile agents, component-based modeling
- * Flexible quality-of-service models, architectures and protocols
- * Simulation network infrastructure: architecture, technology and network integration
- * Applications and case studies, examples architectures and protocols for interactive network games

Each day of the conference the ship will be anchored in one of the ports on the route, and overnight it will sail towards the next destination. This provides participants with the opportunity to share ideas in close contact with their colleagues and to enjoy the pleasant and inspiring ambience while visiting the ports along the beautiful Adriatic coast. During the conference the car deck will serve as an exhibition arena for exhibitors of software and telecommunication products.

Schedule	Complete manuscript to be received by	July 1, 2001
	Proposals for tutorials and workshops by	July 1, 2001
	Notification of acceptance mailed out by	September 1, 2001
	Camera-ready manuscript to be received by	September 15, 2001

More information about the Conference including details on the submission process and authors kit are available on the websites

<http://www.fesb.hr/SoftCOM> <http://www.softcom.tel.hr>

Workshop Chair: *Drissa Houatra, France Telecom R&D*
(drissa.houatra@rd.francetelecom.fr)

Conference Secretary: *Hrvoje Dujmic, University of Split, Croatia* (softcom@fesb.hr)