



Call for Tutorial Proposals

8th International Conference on Model Driven Engineering Languages and Systems
(formerly the UML Series of Conferences)

October 2 - 7, 2005
Montego Bay, Jamaica

<http://www.modelsconference.org/>

Model-driven system development has long been used in the development of complex hardware systems. It is becoming more prevalent in complex software or combined hardware and software systems development as methodologies and tools become available that can manipulate software models from very abstract concepts through refinement and testing.

MoDELS 2005 is the first conference devoted to the topic of model-driven engineering, covering both languages and systems used to create complex systems. This conference is both an expansion and a re-direction of previous Unified Modeling Language (UML) conferences, and replaces that series of conferences for 2005 and beyond. While the UML has played a large role in software modeling in both academia and industry, other languages and systems are also used for model-driven systems development. The MoDELS series of conferences is the premier venue for the exchange of innovative technical ideas and experiences relating to model-driven approaches in the development of software-based systems.

Proposals for tutorials on advanced topics related to modeling are solicited. The audience for tutorials will comprise of practitioners, industrial and academic researchers, and developers familiar with and already working with models. As a result, introductory tutorials on modeling are not recommended. Instead, successful tutorials will be highly focussed on advanced topics, such as the following (non-exhaustive) list:

- improving and evolving models;
- developing sophisticated tools to support modeling and other model-driven development topics;
- the next generation of visual modeling languages;
- applying modeling effectively in specialized domains;
- advances in the practical use of model-driven development techniques;
- modeling and requirements engineering.

Tutorials will last for half a day and may be given by a single or multiple presenters. They are encouraged to include presentations as well as interactive discussions and problem solving sessions. Tutorials will be held the three days before the main conference (Sunday - Tuesday).

TUTORIAL COMMITTEE

Chair: to be *announced mid-October*
Selection Committee: (To be announced)

IMPORTANT DATES

Deadline for submission: **June 6, 2005**
Notification of acceptance: July 4, 2005
Camera-ready tutorial notes: September 5, 2005

SUBMISSIONS

Proposals should be submitted in electronic form. Postscript or PDF formats are preferred. Paper and fax submissions will not be accepted.

See the conference web site <http://www.modelsconference.org> for details.



Proposals should contain the following information:

- Cover Page including the name of the tutorial; name(s) and address(es) of the organizers; indication of principal contact; and expected number of participants. Tutorials may be held on any of the three days before the main conference (Sunday-Tuesday). Please indicate if you have a strong preference for one of these days.
- 200 word abstract of the tutorial, describing its main topics, goals and expected outcomes.
- Relevance of the tutorial to MoDELS 2005 participants. Motivate the technical problem addressed, together with examples of where the problem occurs and why it is important. What background knowledge is required by participants?
- Context: what existing work will be used as a basis for the tutorial? Where does this topic fit into the larger scheme of things?

- Objectives: what are the teaching objectives? What can the audience take away with them?
- A table of contents, with short explanations of the contents of individual sections.
- A description of teaching methods: will the tutorial consist of presentations, demonstrations, group work, discussion etc. or a combination?
- Requested Audio/Video equipment.
- A biography of each speaker, describing clearly why the speaker is qualified to present the tutorial. Include references to experience presenting other tutorials (include URLs).

FINANCIAL TERMS

Tutorial presenters will receive a honorarium of \$500 per half-day tutorial. In addition, travel and hotel cost for two days will be covered up to \$1000. These numbers are based on the preliminary budget and may be changed during further planning.