



Call for Papers

Workshop “Methodical Development of Modeling Tools” (ModTools’14)

on the 18th IEEE International Enterprise Computing Conference EDOC 2014

1 – 5 Sep 2014

<http://www.wi-inf.uni-due.de/ModTools14>

Submission deadline: 2014-04-01 2014-04-08

Having modeling tools available is a central assumption made in modeling research. Software tools for modeling are a prerequisite for any practical application of modeling methods, and research prototypes of model editors are required for developing new modeling languages and methods. It is thus desirable to efficiently guide the development of modeling tools and seamlessly align their design with the conceptualization of modeling languages and their application.

The workshop focuses on procedures and architectural principles related to the creation of software for presenting, editing, transforming, or analyzing models. This covers special constellations related to the use of models and modeling languages, for example, the ability to automatically derive model editor functionality from formal specifications of modeling languages (meta-models, grammars, etc.). In addition, design principles and implementation options for modeling tools, such as wizard support for interactive modeling or alternative ways to display graphical models, are discussed. All kinds of models are included in this discussion, either domain-specific or general-purpose models, as well as graphical and textual models with their related software tooling support. Intended audience are scientists and practitioners, who apply modeling techniques and model-driven procedures, and develop their own modeling tools.

Submissions may document research work on newly created modeling tools, either for prototype or production purposes, as well as work on methodology and architecture of modeling tool development. This may cover model editor software in a narrow sense, as well as any approach for handling, transforming or analyzing models in a wider sense.

Topics

Possible research questions for submissions are:

- What new approaches exist to edit and access models on mobile devices? How can interaction capabilities of touch-screens be used for modeling?
- How can distributed modeling scenarios be supported by modeling tools? On which architectural principles can distributed modeling tools ground?
- Which role do modeling tools play as end-user interfaces for controlling applications (“models at runtime“)?

- How do code generation approaches for creating modeling tools, such as provided by the Eclipse modeling tools, compare to runtime interpreter solutions?
- How can versioning conflicts during parallel development of modeling languages, modeling tools, and existing model instances, be handled?
- Can multi-media capabilities, such as movement and sound, be incorporated into modeling tools?

Contributions to related topics are of course also welcome.

Submissions and reviews

Full paper submissions may have a maximum of 10 pages, short papers at most 5 pages. All submissions must be made in PDF format at <https://www.easychair.org/conferences/?conf=modtools14>, and comply with the IEEE Computer Society Conference Proceedings Format Guidelines (<http://www.computer.org/portal/web/cscps/formatting>). All papers will be refereed by 3 members of the workshop program committee. Accepted papers will be published along with the EDOC proceedings. The proceedings will be published by the IEEE Computer Society Press and be made accessible through IEEE Xplore and the IEEE Computer Society Digital Library. More information can be found at <http://www.wi-inf.uni-due.de/ModTools14>, or please directly contact the workshop organizers.

Dates

2014-04-08	Paper submission (extended deadline)
2014-05-23	Notification to authors
2014-06-09	Camera-ready version

Organization

Jens Gulden, University of Duisburg-Essen, jens.gulden@uni-due.de
Jens Henning von Pilgrim, jens.von.pilgrim@numberfour.eu

Program committee

Ulrich Frank, University of Duisburg-Essen
Holger Giese, Hasso-Plattner-Institut, Potsdam
Reinhard von Hanxleden, Christian-Albrechts-Universität zu Kiel
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