Call for Papers

Workshop "Methodical Development of Modeling Tools" (ModTools'15)

on the 18th *IEEE International Enterprise Computing Conference EDOC 2015*

21 – 25 Sep 2015

http://www.wi-inf.uni-due.de/ModTools15

Submission deadline: 2015-04-27

Modeling techniques are applied in diverse fields of enterprise computing and information systems engineering. Having modeling tools available for creating, editing and analyzing models is a central assumption made in these research areas, because without appropriate tooling support, model-based methods cannot reasonably be applied. It is thus desirable to efficiently guide the development of modeling tools, and align their design with the conceptualization of modeling languages and their application.

The workshop establishes an international forum for discussing cutting-edge research on modeling tool development and related areas. Topics in focus are procedures and architectural principles related to the creation of software for presenting, editing, transforming, or analyzing models. This covers principles especially 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 alternative ways to display graphical models, or novel user interaction metaphors, are discussed. 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, but are not limited to:

- What novel approaches exist to edit and access models on mobile devices? How can, e. g., 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")?

- Which interaction metaphors and visual means can be offered by modeling tools to make models accessible to human modelers?
- 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

Submissions should be full papers with 8-10 pages. All submissions must be made in PDF format at https://www.easychair.org/conferences/?conf=modtools15, and comply with the IEEE Computer Society Conference Proceedings Format Guidelines (http://www.computer.org/portal/web/cscps/formatting). The 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 the IEEE Xplore Digital Library. More information can be found at http://www.wi-inf.uni-due.de/ModTools15, or please directly contact the workshop organizers.

Dates

2015-04-27	Paper submission
2015-06-15	Notification to authors
2015-07-04	Camera-ready version

Organization

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