Call for Tutorials (ER2016)

The International Conference on Conceptual Modeling is the leading international forum for presenting and discussing current research on conceptual modeling. The topics of interest span the entire spectrum of conceptual modeling including research and practice in areas such as: theories of concepts underlying conceptual modeling, methods and tools for developing and communicating conceptual models, techniques for transforming conceptual models into effective implementations, and the impact of conceptual modeling techniques on databases, business strategies and information systems development.

The goal of a tutorial at the conference is to provide a road map (for beginners or advanced attendees) about a subject area so that attendees can then independently pursue work in that area if they are so inclined. Generally, tutorials emphasize breadth and cover material from a variety of different authors. The audience is generally varied from novice students to practitioners and specialized researchers. Ideally, a tutorial would cover a subject that is related to conceptual modeling, has an adequately supporting corpus of past work and significant prospects of future expansion research-wise.

Important Dates

- Proposals due: June 3, 2016
- Notification: June 17, 2016
- On-Line material: October 31, 2016
- Tutorials at ER'2016:   Nov. 14-17, 2016

Submission Guidelines

Tutorial proposals must be no more than 5 pages and must provide a sense of both the scope of the tutorial and depth within the scope. Tutorial proposals must clearly identify the intended audience and its assumed background. Tutorials are typically extended lectures of 1.5 hours or 3 hours by an expert on a highly-focused topic of relevance to conceptual modelers. The intended length of the tutorial should also be indicated, together with a justification that a high-quality presentation will be achieved within the chosen time period. Tutorial proposals must include:

- The presenter(s) – name, affiliation, contact information, and short bio;

- Tutorial title;

- Five-line abstract;

- Length of tutorial, (1.5 or 3 hours);

- Scope and novelty of the tutorial;

- Expected audience and their level(beginner, intermediate or advanced);

- Projected benefits (mainly via a list of the targeted knowledge outcomes);

- Detailed outline and timetable;

- Material to be provided to attendees (to be uploaded to the conference's web site too).

In addition, proposals that extend any previous tutorials of the presenter/s should state where the related tutorials have been given and how the previous tutorial is extended or customized for the case of the ER Conference.

Submission

Please send an email with your submission to the tutorial co-chairs, Atsushi Ohnishi and Panos Vassiliadis, via ER2016tutorial@selab.cs.ritsumei.ac.jp

---

Evaluation

We will be evaluating tutorials based on the following grounds:

(1) Fit with ER 2016 audience – A tutorial on appreciating English poetry is not likely to be accepted.

(2) Interestingness – will it be likely that people will want to learn what is on offer in the tutorial?

(3) Projected benefit – will people be likely to leave the tutorial more informed about a specific topic than before?

(4) Clarity of activity and outcomes – Do we know what the tutorial presenter will do? Is it clear how what the presenter will do will lead to (2)?

(5) Ability to sustain audience attention – Try not to make this a 1.5 or 3 hour lecture. Think of your students in the classroom – they can't take you talking for 3 hours. Don't expect this audience to either.

Tutorial Chair

- Panos Vassiliadis, University of Ioannina, Greece, pvassil@cs.uoi.gr
- Atsushi Ohnishi, Ritsumeikan University, Japan, ohnishi@cs.ritsumei.ac.jp