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# CALL FOR CONTRIBUTIONS

**The 10th International IEEE EDOC Conference  
"The Enterprise Computing Conference"  
16-20 October 2006, Hong Kong**

**Sponsored by IEEE Communications Society (pending) and  
IEEE Computer Society (pending).**

**Supported by IEEE IT Professional**

**Co-hosted by City University of Hong Kong, Hong Kong, The  
Hong Kong Polytechnic University, Hong Kong**

## ABOUT THE CONFERENCE

The EDOC Conference is the primary annual event focusing on the convergence of the paradigms, technologies and methods involved in enterprise computing. EDOC 2006 is the tenth event in the successful series of conferences, which since 1997 has brought together leading researchers, architects and practitioners from both academia and industry to discuss enterprise computing challenges and solutions.

Today the creation, operation and evolution of enterprise computing systems raise concerns that range from high-level requirements and policy modelling through to the deployment of specific implementation technologies and paradigms, and involve a wide (and ever growing) range of methods, tools and technologies. They also cover a broad spectrum of vertical domains and industry segments, from electronic and mobile business to real-time applications for the extended enterprise, e.g., business activity monitoring.

The EDOC Conference emphasises the integration of enterprise computing research and development results, fostering an enterprise engineering approach that can address and relate business, application and middleware levels. The themes of openness and distributed computing, based on services, components and objects, provide a useful and unifying conceptual thread for this purpose.

## TOPICS

The EDOC Conference Programme consists of high-quality papers addressing the domains, the life-cycle issues and the realization technologies involved in building, deploying and operating enterprise computing systems. Topics of interest include, but are not limited to:

- ◆ Enterprise computing - support for business processes
- ◆ Modelling for enterprise computing, integration and management, and relating business models to system specifications
- ◆ Intra- or inter- enterprise for business-to-business control
- ◆ Management-level security, privacy and trust considerations and objectives
- ◆ Threat Risk Assessment (TRA) and Privacy Impact Assessment (PIA) in enterprise computing
- ◆ Enterprise computing concepts for specific domains, including
  - Electronic and mobile commerce
  - Real-time applications for the extended enterprise, e.g. business activity monitoring
  - Vertical domains such as finance, telecommunications, automotive, aerospace, command & control and healthcare
- ◆ Enterprise computing in Mobile Ad-hoc NETWORKS (MANETs)
- ◆ Enterprise requirements engineering and modelling
- ◆ Enterprise architecture design and modelling
- ◆ Design and modelling paradigms for enterprise computing, including
  - Model Driven Architecture (MDA) and other model-driven approaches
  - Service- and component-oriented development and architecture
  - Collaborative development and cooperative engineering
- ◆ IT aspects of inter-enterprise collaboration and virtual enterprises
- ◆ Integration of (legacy) enterprise applications and information
- ◆ Quality of Service (QoS) and Cost of Service (CoS) issues in enterprise computing
- ◆ Quality-assurance of enterprise computing systems
- ◆ Evolution and management of enterprise computing systems
- ◆ Integration of sensing and tracking technologies in enterprise systems
- ◆ Interoperability models, platforms, and techniques
- ◆ Realization technologies for enterprise computing, including
  - Ontology and Semantic Web support
  - Middleware standards and systems, such as CORBA, WS, J2EE and .NET
  - Modelling and description languages, such as XML, RDF, OWL and UML
- ◆ Enterprise computing tools and tool chains
- ◆ Human and social organizational settings of enterprise computing
- ◆ Organization and principles of software factories
- ◆ Commercialization of enterprise computing technologies
- ◆ Case studies

## SUBMISSION GUIDELINES

Two types of paper submissions will be accepted: research papers and experience reports. Research papers should describe original research results that have not been accepted or submitted for publication elsewhere. These papers will be evaluated for scientific or technical contribution, originality, appropriateness and significance. Submissions should not exceed 12 pages in the IEEE format. Experience reports should describe new insights gained from case studies or the application of enterprise computing technology in practice. These papers will be evaluated on their appropriateness, significance and clarity of expression. Submissions should contain at least 2,000 words and must not exceed 5,000 words.

All papers will be refereed by at least 3 members of the international program committee, and at least two will be experts from industry in the case of experience reports. All submissions must be in English. Submissions should be made electronically in PDF (preferred) or PostScript format via the electronic submission system via the EDOC Conference Management system.

It is planned to select the best research papers for special issues in top notch journals.

## WORKSHOP PROPOSALS

We are inviting proposals for workshops to be held on the 16 and 17 October 2006. Workshops provide organizers and participants an opportunity to discuss current topics enterprise distributed object computing in a small and interactive atmosphere. Workshops can choose to concentrate in-depth on research topics, but can also be devoted to application issues. Proposals should include the workshop title, the names and a brief (200 word) biography for each organizer and a summary of the workshop contents (approximately 1-2 pages i.e. 500-1000 words).

## IMPORTANT DATES

Abstract submission due: 23 March 2006  
Paper submission due: 7 April 2006  
Workshop proposals due: 27 January 2006  
Acceptance notification: 2 June 2006  
Workshop acceptance notification: 17 February 2006

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