

# COSISP/IACSS - Newsletter

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## INSIDE COSISP/IACSS

### *PREAMBLE*

Preliminary work for the 4<sup>th</sup> International Symposium in Barcelona in 2003 has started.

The first issue of the E-journal is published.

### *INTERESTED PERSONS/COLLEAGUES*

At present 190 colleagues from 30 countries are interested in COSISP/IACSS – they are either subscribed to the E-Group or have registered to become full members of COSISP/IACSS.

## Imprint

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## International Association of Computer Science in Sport – [www.iacss.org](http://www.iacss.org)

Over the last months a new website has been designed for the IACSS- community.

The new site integrates the content of the COSISP-Website and, in addition, offers the following content:

- Survey of the IACSS-Organisation
- Portal of the E-Journal IJCSS

The International Association of Computer Science in Sport will be founded within the 4<sup>th</sup> International Symposium in Barcelona 2003.

The aims of this association have been published in the last newsletter.

The original COSISP-website will be removed at the end of December 2002.

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## First issue of IJCSS

The first issue of the International Journal of Computer Science in Sport (ISSN 1684-4769) has been published.

The pilot issue is somewhat different from future issues of the E-Journal.

It brings a survey of the state of art in computer science in sport from various viewpoints.

- Larry Katz (USA) examines specific Internet opportunities in the context of sport science and multimedia applications.
- Nevielle de Mestre (AUS) gives a summary of the best lectures presented at the First to Sixth Conference on Mathematics and Computers in Sport.
- Joachim Mester discusses scientific fundamentals and industrial interests in sport informatics.
- Hans-Ulrich Bierhahn considers aspects of security of IT based learning systems.

In addition, the abstracts of the 8<sup>th</sup> Workshop on "Computer Science in Sport" (Oldenburg), organized by the Section "Computer Science in Sport" of the German Society of Sport Science, have been included.

You will find the first issue on the following site:  
[www.iacss.org/ijcss/iacss\\_ijcss.html](http://www.iacss.org/ijcss/iacss_ijcss.html)

For accessing full papers a registration is required.

## IJCSS – Call for papers

If you are interested to publish a paper in a future issue of IJCSS, please follow the guidelines given at  
[www.iacss.org/ijcss/iacss\\_ijcss.html](http://www.iacss.org/ijcss/iacss_ijcss.html).

## COM & COM – Call for PAPERS

The COM & COM event (Barcelona, 14-17 May, 2003), result of the collaboration between INEFC, Barcelona and CRM (Centre of Mathematics Research) under the auspices of the COSISP group, jointly hosts the:

- ☒ 1st Complex Systems and Sport Meeting and the
- ☒ 4th International Conference of Computer Science in Sport.

### CALL FOR ABSTRACTS

#### *Guidelines:*

Maximum 1 page of size A4, print within a max. rectangle 150cm x 237cm with all external margins set at 30 mm minimum. Use a 11-pt Times New Roman, justified; space between lines 1.5 and highlight keywords with italics, if necessary.

Headings: Title in capital letters (14 pt bold) centered, line spacing 18pt. List full names of author(s) separated by commas. Institutions should be introduced related by an identification number and followed by city and country separated by semicolons.

The abstracts should be sent by e-mail to:  
[comcom@gencat.net](mailto:comcom@gencat.net) before February 1st, 2003.

*Language:* English

Authors should inform about their presentation preferences (oral or poster). The scientific committee reserves the right to re-allocate presentation formats.

The review committee will evaluate the submitted abstracts and decide on their acceptance. Only accepted works will be printed in the proceedings book prior to the conference, provided that the submitting author has registered and paid his registration.

Posters will be on display during the event. Maximum size: 100cm x 70cm.



Additional information can be found at <http://www-ma1.upc.es/comcom/>

## 8th Annual Congress of the European College of Sport Science – Salzburg/Austria

The European College of Sport Science (ECSS) and the University of Salzburg invite you to the 8th Annual Congress of the ECSS. The ECSS is an international scientific society with members from 40 different countries dedicated to the collection, generation and dissemination of scientific knowledge for sport science and related sciences.

In consideration of the multifaceted character of sport science, the aim of this Congress is to create a forum for scientists and students from all fields of research. Hereby the Congress provides a state-of-the-art view of applied and clinical sciences as they relate to sport, exercise and health. Additionally, aspects of economy, education, multimedia and numerous other fields which greatly impact the future of sport science in our society, will also be dealt with.

An invited session "Computer Science in Elite Sport" will be organized by Jürgen Perl (GER) & Arnold Baca (AUT).

For more information: <http://www.ecss2003.at>

## MathSport Group (Australia)

*MathSport* is a special interest group of ANZIAM (Australia and New Zealand Industrial Applied Mathematics). The group consists of a loose forum for Australian and New Zealand sports scientists to interact. *MathSport* holds biennial meetings: the *Mathematics and Computers in Sport Conferences*.

*MathSport* brings together sports scientists who are interested in

- mathematical and statistical modelling in sport,
- the use of computers in sport,
- the application of these to improve coaching and individual performance, and
- teaching that combines mathematics, computers and sport.

Previous conferences on Mathematics and Computers in Sport (1 through 4 and number 6) have been held at Bond University (<http://www.bond.edu.au/>), Gold Coast, Queensland, every two years since 1992. The Fifth Conference on Mathematics and Computers in Sport was held at UTS (<http://www.maths.uts.edu.au/>) in Sydney, the 2000 Olympic city. The next conference, "The Seventh Conference on Mathematics and Computers in Sport" will be hosted in New Zealand and organised by Associate Professor Hugh Morton (<http://food.massey.ac.nz/>).

Details can be found at

<http://www.anziam.org.au/MathSport/index.html>