IACSS - Newsletter

INSIDE IACSS

PREAMBLE

IACSS has formally been founded.

The 5th International Symposium will be held in Croatia.

INTERESTED PERSONS/COLLEAGUES

At present 219 colleagues from 37 countries are interested in IACSS – they either receive this Newsletter or are subscribed to the E – Group.

Imprint

INSIDE THIS ISSUE

International Association has been founded

During the 4th International Symposium the "International Association of Computer Science in Sport" – IACSS has formally been founded.

The statutes of the Association are as follows:

IACSS

Name: International Association of Computer Science in Sport (IACSS)

Purpose/Objectives:

- Dissemination of scientific knowledge concerning computer science in sport
- Providing a forum for the exchange of ideas
- Bridging the gap between researchers and practitioners
- Gather and disseminating information, scientific knowledge and materials on computer science in sport
- Counselling other organisations in questions of computer science in sport
- Representation of computer science in sport in other scientific associations

Tasks:

- Edition of a journal
- Organization of events

Organization:

The Association is an international, non-profit organization carrying out activities to achieve the objectives specified above.

Membership:

Is open to individuals, groups, and national and international organizations interested in computer science in sport. Membership in the Association consists of the following classes: member, fellow,

student member, special member and affiliate member. Membership generally requires the submission of an application accompanied by the appropriate fee as prescribed at the time of the application.

Member: Membership is open to any individual who is interested in the application of computer science in sport.

Fellow: Reserved for individuals who have made outstanding contributions to computer science in sport over a period of years.

Student Members: Membership is open to individuals who are attending institutions of learning as undergraduate or graduates. A student member has all the privileges of membership except those of voting and holding an elected office.

Special Member: Membership is open to specialists working in the area of computer science in sport that are unable to become members in the Association because of national or monetary problems. Individuals in the special membership have all the privileges of membership in the Association.

Affiliate Member: Membership is open to international and national organizations that are interested in cooperating with the Association to achieve its objectives. An affiliate member has the privilege of appointing one delegate to attend and vote at meetings of the Association.

The membership year is the calendar year.

Administration:

The Board (of Directors) consists of the President (Chair, Speaker), the Secretary General, the Treasurer and 6-8 selected members (Directors).

The President, the Secretary General, the Treasurer and the Directors are elected for a two-year period by the members.

Fees:

Professional Membership: 35 per year.

Student Membership: 15 per year.

Special Membership: 15 per year.

Organization: In agreement with the Board of Directors.

This includes the subscription to the E-Journal 'International Journal of Computer Science in Sport (IJCSS)'.

Founding members are (in alphabetical order) :

Prof. Dr. Arnold Baca

Dr. Natàlia Balagué

Christian Eder

Dr. Mike Hughes

Prof. Dr. Martin Lames

Prof. Dr. Joachim Mester

Dr. Leo Pavičić

Prof. Dr. Jürgen Perl

Prof. Dr. Josef Wiemeyer

These founding members form the first Board of Directors.

Jürgen Perl has been elected for the first President, Arnold Baca for General Secretary and Christian Eder for Treasurer.

Membership application forms are available at the hompage of IACSS – http://www.iacss.org.

8ᵗʰ Annual Congress of the European College of Sport Science (ECSS)

About 1500 Colleagues participated in this impressive Congress in Salzburg from July 9 – 12, 2003. Two sessions were dedicated to Computer Science in Sport. Four presentations were given at the Invited Symposium "Computer Science in Elite Sport".

Jürgen Perl (GER) and Arnold Baca (AUT) demonstrated applications of neural networks to analyse performance in sports, Martin Lames (GER) talked on "Computer Science in support of top level game sports", Larry Katz (CAN) discussed the role of virtual reality in sport and human performance and Leo Pavičić (CRO) gave a presentation on "Emergence of play in team sports games". Presentations given during the oral session "Computer Science in Sport" ranged from multimedia and internet applications to modelling and data acquisition.

COM & COM Conference

The 1th Complex Systems and Sport Meeting and the 4th International Symposium on Computer Science in Sport were successfully and perfectly organized by INEFC (National Institute of Physical, Education of Catalonia), Barcelona in cooperation with CRM (Centre of Mathematics Research) in Barcelona from May 14 – 17, 2003.

193 colleagues from 27 nations participated in this impressive event.

24 invited lectures were presented, 32 oral presentations were given and 42 posters were displayed.

Keynote speakers were Prof. Yaneer Bar-Yam, Prof. Véronique Billat, Prof. Keith Davids, Prof. J.A. Scott Kelso, Prof. Wolfgang I. Schöllhorn, Prof. Francisco Seirul-lo, Dr. James Stirling, Prof. Susan A. Ward, Prof. Brian J Whipp, Dr. Maria Zakynthinaki, Dr. Raúl Arellano, Prof. Arnold Baca, Prof. Domingo Blázquez Sánchez, Prof. Josep Escoda, Prof. Ulrich Hartmann, Dipl. Sportwiss. Christian Holzer, Prof. Mike Hughes, Prof. Martin Lames, Prof. Joachim Mester, Prof. Jürgen Perl, Prof. Antonio Rivas, Dr. Jordi Serrallach i Carulla, Prof. Antonio Susín Sánchez and Prof. Josef Wiemeyer.

Invited lectures and selected oral and poster presentations will be published within IJCSS, the E – Journal of IACSS.

IJCSS – E-Journal

A special volume containing the full papers of the 8th German Workshop "Computer Science in Sport" held in Oldenburg, Germany, June 2002 has been published. Abstracts can be found at the homepage http://www.iacss.org

Prices:

- Standard: 35 Euro

- Students: 15 Euro

- IACSS-members: free

- Members of specific organizations (e.g. ECSS, dvs): 30 Euro

- Institutional subscriptions: 100 Euro

Upcoming Conferences

7th Conference on Mathematics and Computers in Sport (30.08.2004 – 01.09.2004)
in Palmerston North, New Zealand
Further details: Hugh Morton
Institute of Food, Nutrition and Human Health
Massey University Palmerston North New Zealand
email: H.Morton@massey.ac.nz
website: http://7mcs.massey.ac.nz

9th German Workshop "Computer Science in Sport"

The Workshop (at the same time the 5th biannual meeting of the Section Computer Science in Sport of the German Association of Sport Science) will be held in Cologne, in June 2004. Details can be found at www.iacss.org as soon as available.

5th International Symposium on Computer Science in Sport

This event will be organized by Dr. Leo Pavičić from the University of Zagreb in 2005. The location of the conference will probably be the beautiful island of Hvar.