

IACSS - Newsletter

Volume 6, Issue 1

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INSIDE IACSS

PREAMBLE

6th International Symposium *Computer Science in Sport* in Calgary, Canada, 2007

INTERESTED PERSONS/COLLEAGUES

At present 386 colleagues from 50 countries are interested in IACSS – they either are subscribed to receive this Newsletter or to the E-Group.

Imprint

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6th International Symposium – IACSS 2007

IACSS and the Sport Technology Research Laboratory, Faculty of Kinesiology, University of Calgary, will organize the 6th International Symposium on Computer Science in Sport in Calgary, Canada, between 3rd and 6th June, 2007

Important Dates

April 30, 2006	First Call for Papers
August 31, 2006	Second Call for Papers
November 1, 2006	Final Call for Papers
December 1, 2006	Deadline for Submissions of Abstracts for Posters and Papers
January 15, 2007	Notification of Acceptance of Abstracts for Posters and Papers

All researchers and students in the field of computer science and sport are encouraged to submit a paper for consideration for a presentation at this Symposium. Details of all requirements will be made available by April 30, 2006.

The official homepage can be found at <http://www.kin.ucalgary.ca/iacss2007>.

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IJCSS - E-Journal

Volume 4, Edition 1 is online since September, 2005 at http://www.iacss.org/ijcss/iacss_ijcss.html.

This issue contains the following full papers:

Hughes N.T./Hughes M.: The Evolution of Computerised Notational Analysis through the Example of Squash

Liebermann D.G./Katz L./Sorrentino R.M.: Experienced Coaches' Attitudes Towards Science and Technology

Memmert D./Perl J.: Game Intelligence Analysis by Means of a Combination of Variance-Analysis and Neural Networks

Sorrentino R.M./Levy R./Katz L./ Peng X.: Virtual Visualization: Preparation for the Olympic Games Long-Track Speed Skating

In December, 2005 Volume 4, Edition 2 has been published containing the following full papers:

Balagué N./Torrents C.: Thinking before Computing: Changing Approaches in Sports Performance

O'Donoghue P.: The Role of Simulation in Sports Tournament Design for Game Sport

Perl J.: Dynamic Simulation of Performance Development: Prediction and Optimal Scheduling

Baca A./Eder Ch./Strubreither O.: A Sports Oriented Concept for Developing Multimedia Learning and Teaching Materials

O'Donoghue P./Ponting R.: Equations for the Number of Matches Required for Stable Performance Profiles

Radovan M./Kirkbride A.N.: Novel Visualization of Notational Analysis Data: The Use of Filters, 3D Graphics and Colours in Visual Identification of Playing Patterns

A special issue including four full papers and one abstract of invited keynote and plenary speakers of the 5th International Symposium Computer Science in Sport is online since January, 2006. This issue contains the following contributions:

Katz L./Parker J./Tyreman H./Kopp G./Chang E.: Virtual reality in sport and wellness: Promise and reality

Reilly T.: Selected impacts of computers in the sports sciences

Baca A.: Computer science in sport: An overview of history, present fields and future applications (Part I)

Perl J.: Computer science in sport: An overview of present fields and future applications (Part II)

Lames M.: Coaching and Computer Science

Upcoming Confernces

ISEA 2006 Munich, July 11-14, 2006

The International Sports Engineering Association (ISEA) acts as a forum to discuss technical issues relating to sport. The Association also aims to act as the interface between those carrying out research in sports engineering related topics and the sport and leisure industry.

The four days provide time to present a huge amount of contribution by Sports Engineers from all over the world.

One of the topic areas of this conference is Computer Application in Sports.

Details can be found at the conference homepage <http://www.sportkreativwerkstatt.de/isea2006/>.

8th Mathematics and Computers in Sport Conference, July 03-05, 2006

8th Australasian Conference on "Mathematics and Computers in Sport", July 3-5, 2006

This three-day conference will bring 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;
- teaching that combines mathematics, computers and sport.

Keynote speakers are

- Dr. Keith Lyons (Head of Performance Analysis, Australian Institute of Sport)
- Professor Roger Bartlett (University of Otago, Dunedin, New Zealand).
- Ron Clarke (former world-record holder for middle-distance running, and now Mayor of the Gold Coast, who has also agreed to officially open the Conference).

Details can be found at the conference homepage <http://www.anziam.org.au/MathSport/Conference.html>.

IJCSS – E-Journal - Prices

Prices:

- Standard: 35 Euro
- Students: 15 Euro
- IACSS-members: free
- Members of specific organizations (e.g. ECSS, dvs): 30 Euro
- Institutional subscriptions: 100 Euro

More information:

http://www.iacss.org/ijcss/iacss_ijcss.html

IACSS - Membership

The 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.

Fees:

Professional Membership: 35 Euro per year.

Student Membership: 15 Euro per year.

Special Membership: 15 Euro per year.

Organization: In agreement with the Board (of Directors).

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

The membership year is the calendar year.

The Membership Application Form can be found on www.iacss.org under IACSS-Registration.