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## MODELSWARD 2018 - 6th International Conference on Model-Driven Engineering...

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**Date :** Jan 22, 2018 - 08:00 AM - Jan 24, 05:00 PM

**Event URL :** <http://www.nyeeventslist.com/events/modelsward-2018-6th-international-conference-on-model-driven-engineering>

**Organizer :** New York Media Technologies LLC in association with INSTICC

**Venue :**

**Location :** Hotel Vila Galã© Santa CruzRua So Fernando, 59100-173 Santa CruzPortugal, Santa Cruz, Santa Cruz, US, ZIP: Portugal

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### Description

MODELSWARD 2018 will be held in conjunction with ICISSP 2018, SENSORNETS 2018 and ICORES 2018.

Registration to MODELSWARD allows free access to the ICISSP, SENSORNETS and ICORES conferences (as a non-speaker).

### UPCOMING DEADLINES

[www.nyeeventslist.com](http://www.nyeeventslist.com)

Regular Paper Submission Extension: September 7, 2017

Regular Paper Authors Notification: October 18, 2017

Regular Paper Camera Ready and Registration: November 1, 2017

The purpose of the International Conference on Model-Driven Engineering and Software Development, MODELSWARD 2018, is to provide a platform for researchers, engineers, academicians as well as industrial professionals from all over the world to present their research results and development activities in using models and model driven engineering techniques for Software Development. Model-Driven Development (MDD) is an approach to the development of IT systems in which models take a central role, not only for analysis of these systems but also for their construction. MDD has emerged from modelling initiatives, most prominently the Model-Driven Architecture (MDA) fostered by the Object Management Group (OMG). In the scope of MDA, a couple of technologies have been developed that became the cornerstones of MDD, like metamodeling and model transformations. MDD relies on languages for defining metamodels, like the Meta-Object Facility (MOF) and Ecore (developed in the scope of the Eclipse Modelling Framework), and transformation specification languages like QVT and ATL.

## **CONFERENCE AREAS**

- 1 . Methodologies, Processes and Platforms
- 2 . Applications and Software Development
- 3 . Modeling Languages, Tools and Architectures

### **CONFERENCE CHAIR**

Bran Selic, Malina Software Corp., Canada

### **PROGRAM CO-CHAIRS**

Luis Ferreira Pires, University of Twente, Netherlands

Slimane Hammoudi, ESEO, MODESTE, France

### **LOCAL CHAIR**

Leonel Nóbrega, University of Madeira, Portugal

### **KEYNOTE SPEAKERS**

Franck Barbier, University of Pau, France

Bernhard Rumpe, RWTH Aachen University, Germany

David Harel, The Weizmann Institute of Science, Israel

### **WORKSHOPS**

domain specific Model-based Approaches to verification and validation - AMARETTO

Chairs: Francesca Lonetti, Antonello Calabrò and Eda Marchetti

Submission: November 7, 2017

### **DOCTORAL CONSORTIUM**

Chair: Fernando Brito e Abreu

Submission: November 9, 2017

### **OPEN COMMUNICATIONS**

Submission: November 9, 2017

### **INDUSTRIAL TRACK**

Chair: Tao Yue

Submission: November 7, 2017

## **Important Dates**

### Conference

#### Regular Papers

Paper Submission: September 7, 2017 (extended)

Authors Notification: October 18, 2017

Camera Ready and Registration: November 1, 2017

#### Position Papers

Paper Submission: September 29, 2017

Authors Notification: November 7, 2017

Camera Ready and Registration: November 20, 2017

#### Workshops

Workshop Proposal: August 31, 2017

Paper Submission: November 7, 2017

Authors Notification: November 21, 2017

Camera Ready and Registration: November 29, 2017

#### Doctoral Consortium

Paper Submission: November 9, 2017

Authors Notification: November 22, 2017

Camera Ready and Registration: December 5, 2017

#### Special Sessions

Special Session Proposal: August 31, 2017

#### Tutorials

Tutorial Proposal: November 24, 2017

#### Industrial Panels

Paper Submission: November 7, 2017

Authors Notification: November 21, 2017

Camera Ready and Registration: November 29, 2017

#### Demos

Demo Proposal: November 24, 2017

#### Panels

Panel Proposal: November 24, 2017

#### Open Communications

[www.nyeventslist.com](http://www.nyeventslist.com)

Paper Submission: November 9, 2017  
Authors Notification: November 22, 2017  
Camera Ready and Registration: December 5, 2017

European Project Spaces  
Paper Submission: November 21, 2017  
Authors Notification: November 29, 2017  
Camera Ready and Registration: April 16, 2018

## Keynote Lectures

Designing 3D Video Games with Models at Run-time  
Franck Barbier, University of Pau, France

Engineering Software Languages for the Digital World  
Bernhard Rumpe, RWTH Aachen University, Germany

Languages for Programming: From Punched Cards to Wise Computing  
David Harel, The Weizmann Institute of Science, Israel

## Designing 3D Video Games with Models at Run-time

□ **Franck Barbier**  
University of Pau  
France

### Brief Bio

Franck Barbier ([www.FranckBarbier.com](http://www.FranckBarbier.com)) is full professor in software engineering at the University of Pau (France). His research activities and interests are object/component/service modeling through UML and the State Chart XML W3 standard, model-driven development, software design, test and runtime management for mobile and distributed systems, software adaptation, executable models and models at run-time. His last book is "Reactive Internet Programming – State Chart XML in Action", ACM Books, Morgan & Claypool, 2016. Beyond his academic position, Franck Barbier acts as business consultant for small, medium and large companies, as expert as well for the European Union and many French and worldwide organizations.

## **Abstract**

After 30 years, it is reasonably time to look critically at model-driven software development (MSDE). Who may nowadays claim that MSDE has been massively adopted by the software industry? Who may show numbers demonstrating that MSDE allowed/allows massive cost savings in daily software development, but, above all, software evolution? This keynote aims at showing that MSDE failed in some cases while it successes in others: "embedded models", a "composite" overview of "executable models" and "models at run-time". The keynote weakly discusses the idea and power of "embedded models" in a theoretical way. Instead, it provides feedbacks and lessons learned from the use of "embedded models" for designing a professional mobile 3D video game. Models rely on the State Chart XML W3C standard and related libraries. As concrete illustration, the keynote includes demonstrations of the game.

# **Engineering Software Languages for the Digital World**

## **Bernhard Rumpe**

RWTH Aachen University  
Germany

## **Brief Bio**

Bernhard Rumpe is heading the Software Engineering department at the RWTH Aachen University, Germany (one of the top three universities in CS as well as Mechanical Engineering). Earlier he had positions at INRIA/IRISA, Rennes, Colorado State University, TU Braunschweig, Vanderbilt University, Nashville, and TU Munich.

His main interests are rigorous and practical software and system development methods based on adequate modeling techniques. This includes agile development methods like XP and SCRUM as well as model-engineering based on UML-like notations and domain specific languages. He has to many modeling techniques, including the UML standardization. He also applies modeling, e.g. to autonomous cars, human brain simulation, BIM energy management, juristical contract digitalization, production automation, cloud, and many more. In his projects he intensively collaborates with all large German car manufacturers, energy companies, insurance and banking companies, a major aircraft company, a space company as well as innovative start-ups in the IT-related domains.

He is author and editor of ten books and Editor-in-Chief of the Springer International Journal on Software and Systems Modeling ([www.sosym.org](http://www.sosym.org)). His newest books "Agile Modeling with the UML" and "Engineering Modeling Languages: Turning Domain Knowledge into Tools" were published in 2016 and 2017.

# Languages for Programming: From Punched Cards to Wise Computing

## □ David Harel

The Weizmann Institute of Science  
Israel

### **Brief Bio**

Prof. David Harel is the Vice President of the Israel Academy of Sciences and Humanities, and has been at the Weizmann Institute of Science since 1980, serving in the past as Dean of the Faculty of Mathematics and Computer Science. He has worked in logic and computability, software and systems engineering, modeling biological systems, odor reproduction, and more. He invented Statecharts and co-invented Live Sequence Charts. Among his books are "*Algorithmics: The Spirit of Computing*", "*Computers Ltd.: What They Really Can't Do*" and "*Come, Let's Play: Scenario-Based Programming Using LSCs and the Play-Engine*". His awards include the ACM Karlstrom Outstanding Educator Award, the Israel Prize, the ACM Software System Award, the Eme"t Prize, and five honorary degrees. He is a Fellow of ACM, the IEEE and the AAAS, a member of the Academia Europaea and the Israel Academy of Sciences and Humanities, and a foreign member of the US National Academy of Engineering and the American Academy of Arts and Sciences.

### **Abstract**

After very briefly discussing the main milestones in the development of programming languages, the talk will provide some details about more recent means for programming complex reactive systems. These will include scenario-based programming, the use of natural language, and a futuristic "wise computing" approach.

Please contact the event manager Marilyn below for the following:

- Discounts for registering 5 or more participants.
- If your company requires a price quotation.

Event Manager Contact: [marilyn.b.turner\(at\)nyeventslist.com](mailto:marilyn.b.turner@nyeventslist.com)

You can also contact us if you require a visa invitation letter, after ticket purchase.

We can also provide a certificate of completion for this event if required.

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**Event Categories** : EDUCATION CONFERENCES, ENERGY AND INDUSTRY  
CONFERENCES, Technology ,