



MODSIM World 2011 Conference and Expo is proud to conduct a pilot Poster Session. The poster session will provide a forum for researchers to showcase their work and obtain feedback on ongoing research from knowledgeable conference attendees. Areas of interest are the same as those listed in the technical call for papers: Defense, Homeland Security and First Responders (DHSFR); Health and Medicine (H&M); Human Dimension (HUDIM); Education (EDUC) and Serious Games and Virtual Worlds (SG&VW). The poster session will run on Thursday, October 13, 2011. While the poster need not describe completed work, it should report on research for which at least preliminary results are available. We especially encourage submissions by students (that is, for which a student is the first author on the poster).

### Poster Submission Instructions

Poster proposals must be submitted as a single PDF file with no more than 4 pages. The first two pages should contain an abstract describing the research content of the poster, along with title, authors, institutional affiliations and contact information. The third page should contain a strawman draft of the poster's contents. The fourth page contains the bio-sketches of each author. Please submit your poster proposal as a PDF e-mail attachment to [Melvin.J.Ferebee@nasa.gov](mailto:Melvin.J.Ferebee@nasa.gov) and [David.Roberts@simisinc.com](mailto:David.Roberts@simisinc.com) with the subject line reading "MODSIM World Poster Submission {Name of Track poster is submitted to}" before the deadline. Any questions for the Poster chairs may also be directed to these addresses.

***The deadline for poster submissions is 11:59pm U.S. Eastern time, on August 17, 2011.*** Submissions will be reviewed, and authors will be notified of acceptance by August 31, 2011. Two-page poster abstracts will appear in the conference proceedings.

### Basic Information about Posters

#### What is a poster?

A poster is an opportunity to publish a very short article and discuss it with your peers. It may be an overview of a technical topic, problem, question, product, or case study. It may include drawings, text, code fragments, or whatever you need to make your point.

The typical poster is not just a shortened version of a conference talk (although those are acceptable!); posters are less formal, more interactive, and may provoke argument. Your poster will be on view throughout the day, so the main ideas should be clear without explanation – although poster authors are expected to be available to describe the work in the poster between technical sessions.

#### Why posters?

- Increase the variety of points of view aired at the conference
- Encourage two-way communication
- Provide a forum for "small" presentations (ideas shorter than a conference paper, of interest to only a few people, or which are best communicated graphically)

Poster dimensions are 30" high by 40" wide, with poster contents mounted on rectangular poster board. You may choose a layout consisting of individual sheets of paper, or a monolithic large piece of poster paper.