INSIDE IACSS

PREAMBLE

8th International Symposium Computer Science in Sport in Shanghai, China, September 21-24, 2011.

INTERESTED PERSONS/COLLEAGUES

At present 569 colleagues from over 50 countries are interested in IACSS – they either are subscribed to receive this Newsletter or to the E-Group.

Imprint

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8th International Symposium – IACSS 2011, September 21-24, 2011, Shanghai, China

The Shanghai University of Sport (SUS) will host the 8th International Symposium on Computer Science in Sport from 21-24 September, 2011. The symposium is organized by Profs. Lijuan Yu and Hui Zhang in cooperation with the International Association of Computer Science in Sport (IACSS).

The conference is conducted with a view of bringing together academicians, coaches, trainers, physical education lecturers/teachers, fitness instructors and sports/exercise science experts on one platform to update the knowledge in various sub-disciplines of computer science in sport.

The main topic of the conference is "Better Computer Better Sport". IACSS would like to invite all of you, once again, to join the upcoming conference and share your research on topics like

- Computer network, computer software, mathematical modeling, data base, multimedia technology, artificial network, computer simulation, virtual reality in sport
- Technical and tactical analysis of sport competitions
- Sport competition organization and management
- Racket sports and science
- Performance analysis

The registration fee covers:

- Conference materials
- Lunches (September 22-24)
- Morning and afternoon refreshments
- Welcome party (September 22)

Please note that cancellations and requests for refund must be submitted via e-mail or fax to the conference.
secretariat no later than September 10th, 2011 and no refunds will be issued later than that. 20% of the registration fee will be charged for refund processing and refunds will only be issued after the conference.

The intended program includes 9 keynote speeches, oral as well as poster presentations, a SUS laboratory visit and the general assembly of IACSS.

Keynote speakers:
- Prof. Arnold Baca, University of Vienna, Austria
- Prof. Roger Bartlett, University of Otago, New Zealand
- Prof. Jürgen Perl, University of Mainz, Germany
- Prof. Yong Jiang, Nanjing University, China
- Prof. Martin Lames, Technical University of Munich, Germany
- Prof. Larry Katz, University of Calgary, Canada
- Prof. Hui Zhang, Shanghai University, China
- Dr. Peter O'Donoghue, University of Wales Institute, United Kingdom
- Dr. Dario Lieberman, Tel Aviv University, Israel

More details can be found at http://www.sttrc.cn/en/iacss11/.

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.

The membership fee 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 http://www.iacss.org under IACSS-Registration.

IJCSS - E-Journal


This issue contains the following research papers as well as scientific and project reports:


Keith Lyons: Sport Coaches Use of Cloud Computing: From here to Ubiquity

Hristo Novatchkov, Sebastian Bichler, Martin Tampier & Philipp Komfeind: Real-Time Training and Coaching Methods Based on Ubiquitous Technologies - An Illustration of a Mobile Coaching Framework

Kerstin Witte & Peter Emmermacher: Software Package for Assessment of Visual Perception and Anticipation Ability in Combat Sport

Andreas Fischer, Martin Do, Thorsten Stein, Tamim Asfour, Rüdiger Dillmann & Hermann Schwameder: Recognition of Individual Kinematic Patterns during Walking and Running - A Comparison of Artificial Neural Networks and Support Vector Machines


Nico Ganter, Michael Stöckl & Martin Lames: Modeling Constraints in Putting: The ISOPAR Method

This issue can be found at http://iacss.org/index.php?id=48.
Invitation to Submit Papers

The International Journal of Computer Science in Sport (IJCSS) is a refereed electronic journal. Research results with an emphasis on the following topics regarding the application of Computer Science and Mathematics in supporting the development of theory and practice in sport are considered:

- Modelling (mathematical, informatics, biomechanical, physiological)
- Computer aided applications
- Data acquisition and processing
- Data Bases
- Simulation (interactive, animation, …)
- Development of theories
- Multimedia / Internet
- Presentation
- Education

The journal does not only serve as a forum for current research from around the world in the field of computer technology in sport. Moreover, there is place to present theories, methods and concepts, which are developed in Computer Science and Mathematics, and applied to Sport Science. IJCSS will also publish editorials, project reports, extended essays, conference reports, forum discussions with experts and between subscribers and company information.

Report on Dagstuhl Seminar "Computer Science in Sport - Special emphasis: Football"

Another impressive seminar on the topic "Computer Science in Sport - Special emphasis: Football" was successfully organized from 03-06 July, 2011 at Schloss Dagstuhl - Leibniz Center for Informatics.

This year the subject “Football” was chosen as it is the sport that has most players, spectators and media coverage all over the world. In particular, the seminar focussed on the interdisciplinary collaboration between computer scientists and sport scientists in the area of football. The seminar brought together scientist from different areas discussing on current field of activities like Robocup, multi-agent systems, dynamic systems theory, image detection and performance analysis. Other attractive seminar events included a Robocup demo, press conference with well-known football practitioners and statements of representatives of Football Federations.

Based on the numerous interesting presentations and discussions, overall the event highlighted the prevailing state-of-the-art on the future of computer science in sport.

See [http://www.dagstuhl.de/11271](http://www.dagstuhl.de/11271) for details.

IJCSS - E-Journal - Prices

Prices 2011/12:

- Standard: 40 Euro
- Students: 20 Euro
- Institutional subscriptions: 120 Euro


Upcoming Conferences and Events


Hosted by the University of Massachusetts Lowell, ISEA's 9th International Sports Engineering Conference will be held at UMass Lowell's beautifully restored Inn & UMass Lowell's Inn & Conference Center in the heart of downtown Lowell, a vibrant global crossroads of culture, and birthplace of the American Industrial Revolution.

The seminar is mainly aimed at sports engineers, scientists, R&D specialists, equipment
manufacturers and sporting industry professionals who wish to exchange ideas and discover what the next biggest trends in Sports Engineering will be.

Deadline for abstracts is November 1st, 2011.

Homepage: [http://continuinged.uml.edu/isea2012/](http://continuinged.uml.edu/isea2012/)

9th Conference of the dvs-section Computer Science in Sport, September, 12-14, 2012, Constance, Germany

After last year’s successful organization of the 8th conference of the dvs-section Computer Science in Sport, the next symposium will be organized at the University of Constance, Germany.


More information will be given as soon as available.