SAC 2002 Paper Count

Track	Submitted	Published
AI and Computational Logic	13	4
Agents, Interactions, Mobility, and Systems	44	16
Applications of Spatial Simulation of Discrete Entities	5	4
Bioinformatics	19	6
Computational Sciences	5	3
Computer Security	30	14
Coordination Models, Languages and Applications	42	16
Database and Digital Library Technologies	34	16
Declarative Data Mining	14	4
Electronic Books for Teaching and Learning	10	4
Evolutionary Computing and Optimization	24	12
Information Access and Retrieval	32	15
Inter-Disciplinary Approaches to the Design of DCS	14	8
Multimedia and Visualization	24	9
Neuro-Fuzzy Applications	7	3
Parallel and Distributed Systems and Networking	42	18
Programming Languages and Object Technologies	16	8
Software Engineering: Theory, Applications and Practice	26	11
Standardisation in IT	9	3
Virtual Reality, Digital Media and Computer Games	15	4
Web and E-Business Applications	29	12
Totals	**454**	**190**
Acceptance Rate	**42%**	