STUDENT RESEARCH COMPETITION
CALL FOR PROPOSALS – SAC 2021

The 36th ACM Symposium on Applied Computing
March 22 - March 26, 2021, Gwangju, Korea
https://www.sigapp.org/sac/sac2021

Research Abstracts:

The Student Research Competition (SRC) is an excellent opportunity for graduate and PhD students in early stages of their research to receive feedback from the scientific community on their ideas and approaches. The program is designed to provide graduate students the opportunity to meet and exchange ideas with researchers and practitioners. All research abstract submissions will be reviewed by researchers and practitioners with expertise in the track to which they are submitted. Authors of selected abstracts will have the opportunity to share and discuss their research work through poster and oral presentations and compete for the three top wining places as selected by the SRC committee. The winners will receive medals and cash awards during the conference banquet dinner. Invited authors will receive $500 from ACM toward their travel to participate in SAC SRC Program. Furthermore, invited authors are eligible to apply for the SIGAPP Student Travel Award Program (STAP) for support. The top winner is eligible to proceed to the ACM National SRC Program for the grand finals. Please visit https://src.acm.org/ for more information.

Submission:

Graduate students are invited to submit original abstracts of their research work in areas of experimental computing and application development. Please submit your research abstracts electronically to the SRC START submission system in PDF format, maximum 4 pages in ACM camera-ready format. Please see SAC 2021 website for the START system URL and the SRC Information Sheet (Downloads page). Abstracts must address original and unpublished research work related to a SAC track, submission of the same abstract to multiple tracks is not allowed. The submission should address the research challenge and idea with emphasis on its relevance and originality (novelty), the proposed approach and research methodology, and sample preliminary results of the work as well as impact and applicability of the results to real-world problems. Only the name of the **sole author** of the work (graduate student) can appear on the submission, **co-authors are not allowed**. The sole author **must attend SAC and participate** to qualify for the SRC travel support and competition, no proxies or substitutions are permitted.

For additional information and any issues with your submission, please contact the SRC Program co-chairs:
Armin Mikler at mikler@unt.edu
Karl Goeschka at karl.goeschka@tuwien.ac.at

SAC 2021 Student Research Competition program is sponsored by

Microsoft

SAC 2021 Potential Topics

Applications of Evolutionary Computing
Bioinformatics and Computational Biology
Business Process Management & Modeling
Cloud Computing
Code Analysis and Software Mining
Computational Intelligence and Video & Image Analysis
Computer Security
Cyber-Physical Systems
Data Mining
Data Streams
Databases and Big Data Management
Data-driven Analysis for Software and Hardware co-dependability
Decentralized Applications with Blockchain, DLT and Crypto-Currencies
Dependable, Adaptive, and Secure Distributed Systems
Embedded Systems
Geographical Information Analytics
Health Informatics
Information Access and Retrieval
Intelligent Robotics and Multi-Agent Systems
Internet of Things
Knowledge and Language Processing
Knowledge Discovery meets Information Systems
Knowledge Representation and Reasoning
Machine Learning and its Application
Mobile Computing and Applications
Networking and Operating Systems
Privacy by Design in Practice
Programming Languages
Recommender Systems: Theory, User Interactions & Applications
Requirements Engineering
Selected Areas of Wireless Communications and Networking
Semantic Web and Applications
Social Network and Media Analysis
Software Architecture: Theory, Technology, and Applications
Software Engineering, Platforms, Verification, and Testing
Software-intensive Systems-of-Systems
Sustainability of Fog/Edge Computing Systems
Video Processing for Human Behavioral Analysis
Web Technologies