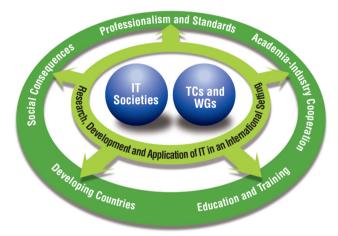


- IT societies members find a meeting place for sharing experience, and discussing challenges and opportunities
- TCs and WGs contribute to, and often lead, progresses in the state-of-knowledge and state-of-the-art





ifip scientific and technological leadership

- is warranted by WG membership, based solely on individual excellence
- is asserted by the organisation of some 100 highest quality international events, and the publication of some 30 new books annually that are distributed worldwide



Members

IT Societies from 55 countries or regions

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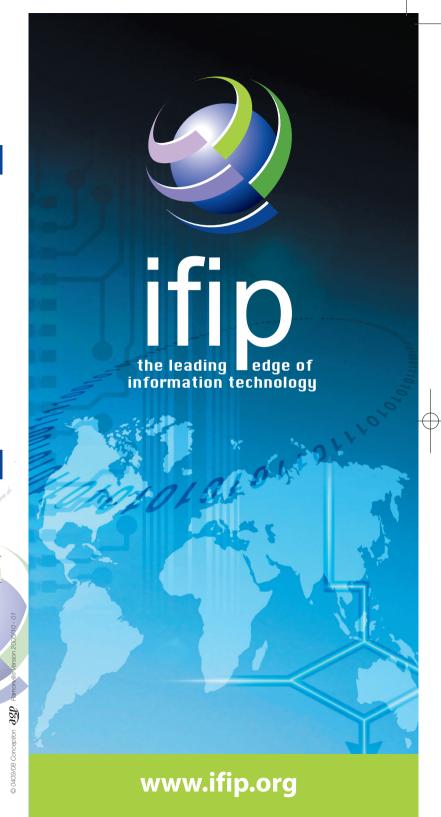
How to get involved?

Visit the IFIP web site (www.ifip.org), where you will find links to your Member Society and to the Working Groups of IFIP. You may also contact the IFIP Secretariat directly:

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Information Processing is a non-governmental, nonprofit umbrella organisation of national societies working in the field of Information Technology. It was established in 1960 under the auspices of UNESCO as a result of the first World Computer Congress held in Paris in 1959.





- Is the leading multinational, apolitical organisation in Information & Communications Technologies and Sciences, recognised by United Nations and other world bodies
- Represents IT Societies from 55 countries or regions, covering all 5 continents with a total membership of over half a million
- Links more than 3500 scientists from Academia and Industry, organised in 97 Working Groups reporting to 13 Technical Committees
- Sponsors 100 conferences yearly providing unparalleled coverage from theoretical informatics to the relationship between informatics and society including hardware and software technologies, and networked information systems



Technical Committees (TC) and Working Groups (WG)

	Technical Committees (
TC1: F WG 1.1 WG 1.2 WG 1.3 WG 1.4 WG 1.6 WG 1.7 WG 1.8	Descriptional Complexity Foundations of System Specification Computational Learning Theory Term Rewriting Theoretical Foundations of Security Analysis and Design
TC 2: 9 WG 2.1 WG 2.2 WG 2.3 WG 2.4 WG 2.5 WG 2.7 WG 2.7 WG 2.9 WG 2.1 WG 2.1 WG 2.1	Formal Description of Programming Concepts Programming Methodology Software Implementation Technology Numerical Software Database (= WG 13.4) User Interface Engineering Functional Programming Software Requirements Engineering O Software Architecture Program Generation
TC 3: I WG 3.1 WG 3.2 WG 3.3 WG 3.4 WG 3.5 WG 3.6 WG 3.7 SIG 3.8	Informatics and ICT in Higher Education Research on Education Applications of Information Technologies T-Professional and Vocational Education in IT Informatics in Elementary Education Distance Learning Information Technology in Educational Management
	Computer Applications in Technology Computer-Aided Design Computer-Aided Manufacturing Cooperation Infrastructure for Virtual Enterprises and electronic business (COVE) Maritime Industries Integration in Production Management Computer Graphics and Virtual Worlds Computers and Environment Architectures for Enterprise Integration
TC 6: 0 WG 6:1 WG 6:2 WG 6:3 WG 6:4 WG 6:6 WG 6:7 WG 6:8 WG 6:1 WG 6:1	Network and Internetwork Architectures Performance of Communication Systems Internet Applications Engineering Management of Networks and Distributed Systems Smart Networks Wireless Communications Communication Systems in Developing Countries Photonic Networking
TC 7: 9 WG 7.1 WG 7.2 WG 7.3 WG 7.4 WG 7.5	Computational Techniques in Distributed Systems Computer System Modelling Discrete Optimization

Optimization-Based Computer-Aided Modelling and Design

Stochastic Optimization

WG 7.6

WG 7.7

TC 8: Info WG 8.1 WG 8.2 WG 8.3 WG 8.4 WG 8.5 WG 8.6 WG 8.8	Design and Evaluation of Information Systems Interaction of Information Systems and the Organization Decision Support Systems E-Business: Multi-disciplinary research and practice Information Systems in Public Administration Transfer and Diffusion of Information Technology Smart Cards
TC 9: Rel WG 9.1 WG 9.2 WG 9.3 WG 9.4 WG 9.5 WG 9.6 WG 9.7 WG 9.8 WG 9.9	lationship between Computers and Society Computers and Work Social Accountability Home Oriented Informatics and Telematics Social Implications of Computers in Developing Countries Applications and Social Implications of Virtual Worlds (= WG 11.7) Information Technology: Misuse and the Law History of Computing Women and Information Technology ICT and Sustainable Development
TC 10: C WG 10.1 WG 10.3 WG 10.4 WG 10.5	omputer Systems Technology Computer-Aided Systems Theory Concurrent Systems Dependable Computing and Fault Tolerance Design and Engineering of Electronic Systems
	ecurity and Protection in Information Processing stems Information Security Management Small System Security Data and Application Security Network Security Systems Integrity and Control (= WG 9.6) Information Technology: Misuse and the Law Information Security Education Digital Forensics
TC 12: AI WG 12.1 WG 12.2 WG 12.3 WG 12.4 WG 12.5 WG 12.6 WG 12.7	rtificial Intelligence Knowledge Representation and Reasoning Machine Learning and Data Mining Intelligent Agents (= WG 2.12) Web Semantics Artificial Intelligence Applications Knowledge Management Computer Vision
TC 13: He WG 13.1 WG 13.2 WG 13.3 WG 13.4 WG 13.5 WG 13.6	uman-Computer Interaction Education in HCl and HCl Curricula Methodology for User-Centred System Design Human-Computer Interaction and Disability (= WG 2.7) User Interface Engineering Human Error, Safety and System Development Human-Work Interaction Design
SG16: Sp WG16.1 WG16.2 WG16.3	Decialist Group on Entertainment Computing Digital Storytelling Entertainment Robot Theoretical Basis of Entertainment

WG16.4 Games and Entertainment Computing

WG16.5 Social and Ethical Issues in Entertainment Computing