AUUG 2005
The Conference for Unix, Linux and Open Source Professionals

Sydney
Conference 19-21 October
Tutorials 16-18 October

Call for Papers

AUUG invites proposals for papers and tutorials relating to:

Technical Topics:

- Software development methodologies
- Open source
- Technical aspects of operating systems
- Performance measurement and management
- Networking protocols, architecture and infrastructure
- Cryptography and cryptographic protocols
- Innovative trends in computer languages
- Communications
- Security
- Privacy
- Standards based computing
- Entertainment systems (Tivo, games, video)

Enterprise Topics:

- Infrastructure architecture
- Business enhancement through technology
- Cost effective operation of IT infrastructure
- Cutting edge techniques in Information Management

Presentations may be given as tutorials, technical papers, research papers, or management studies. Technical papers are designed for those who need in-depth knowledge, whereas management studies present case studies of real-life experiences in the relevant fields of interest.

A written paper, for inclusion in the conference proceedings, must accompany all presentations.

Speakers may select one of the following presentation formats:

Technical presentation: a 30-minute talk, with 10 minutes for questions.

Research papers: a 30-minute talk, with 10 minutes for questions. Research papers must present original contributions to the field and will be peer reviewed by at least two reviewers. Each research paper will be judged on its originality, significance, relevance and presentation.

Management presentation: a 25-30 minute talk, with 10-15 minutes for questions (i.e. a total 40 minutes).

Panel sessions will also be timetabled in the conference and speakers should indicate their willingness to participate, and may like to suggest panel topics. Tutorials provide a more thorough presentation, of either a half-day or full-day duration. They may be of either a technical or management orientation.

The AUUG 2005 conference offers an unparalleled opportunity to present your ideas and experiences to an audience with a major influence on the direction of computing in Australia.

Submission Guidelines

If you are interested in submitting a paper you should send an extended abstract and a brief biography, and clearly indicate their preferred presentation format.

If submitting a tutorial proposal you should send an outline of the tutorial and a brief biography, and clearly indicate whether the tutorial is of half-day or full-day duration.

Speaker Incentives

Presenters of papers receive free registration to the conference* (19-21 October), including social functions, but excluding tutorials. Tutorial presenters may select 25% of the profit of their session OR free conference registration.* Past experience suggests that a successful tutorial session generate a reasonable return to the presenter.

Please note that in accordance with GST tax legislation, we will require the presentation of a tax invoice containing an ABN for your payment, or an appropriate exempting government form. If neither is provided then tax will have to be withheld from your payment.

Important Dates

Abstracts/Proposals Due:	27 May 2005
Authors notified:	24 June 2005
Final copy due:	28 July 2005
Tutorials:	16-18 October
Conference:	19-21 October 2005

Proposals should be sent to:
AUUG Inc.
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Baulkham Hills BC NSW 2153
Australia

Email: **auug2005prog@auug.org.au**
Phone: 1800 625 655 or +61 2 8824 9511
Fax: +61 2 8824 9522

Please refer to the AUUG website for further information and up-to-date details:
http://www.auug.org.au/

*Note: Limit of one free registration per presentation.