

**The 8th International IEEE Enterprise
Distributed Object Computing Conference
20-24 September 2004, Monterey, California, USA
<http://www.edocconference.org>**



Sponsored by IEEE Computer Society (pending),
IEEE Communications Society (pending)
and the University of Alabama at Birmingham (UAB)

ABOUT THE CONFERENCE

The Enterprise Distributed Object Computing Conference is the primary annual event bringing together academics and practitioners to address issues related to enterprise architecture and distributed object computing. It embraces the rapidly maturing distributed object and component technologies for enterprise computing, such as J2EE, .NET, as well as emerging new standards and paradigms, such as Web Services and event-driven computing, as a basis for alignment of business and IT. EDOC 2004 is the latest in the successful series of conferences, which since 1997 has brought together leading researchers and industry experts to discuss problems, solutions, and experiences in meeting current and future enterprise distributed computing needs. This year the conference will be expanded to include workshops and an industrial experience track.

SCOPE

Recent advances in Internet-based information and communication technology (ICT) enable enterprises to offer dramatically improved capabilities such as more effective enterprise architectures, more efficient business processes, and the ability to engage in much more dynamic, new forms of co-operation globally. As old enterprise systems evolve to embrace these capabilities and new systems being developed, issues and challenges arise in theory and practice. For example, the appearance of such networked enterprises, in which organizations work together for mutual benefit, gives rise to a change in the nature of enterprise computing. Enterprise computing traditionally deals with the organizational, technical and engineering challenges when introducing or integrating distributed business information systems within one organization. Enterprise computing today has to deal with application integration across company boundaries and support inter-organizational business processes, collaboration, and transactions, while satisfying the flexibility and security requirements of each business partner. Networked enterprises in all scales, from local to global, requires innovative research ideas and practical principles in enterprise distributed computing to make them truly lean, efficient, and global.

EDOC 2004 will address new developments in distributed enterprise computing to support networked enterprises and dynamic collaborative business processes. It will present innovations in distributed object and component technology, e.g., J2EE, .NET, and Web Services, to address the challenges of integration, flexibility, scalability, reliability, security, and quality of services in enterprise systems. New approaches to modeling and design of enterprise systems, such as OMG's Model Driven Architecture (MDA), the ODP Enterprise Language, policy specification and business process modeling, ensure alignment of system architectures with business goals, policies and processes. Emerging standards, such as MDA, ebXML, and Web Services, are expected to result in improved tool support and to raise the levels of technical and semantic inter-operability. Together these developments bring enterprise distributed object computing closer to its ultimate goals of effortless integration, seamless inter-operation, and alignment with the business processes it supports.

ORGANIZING COMMITTEE

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IMPORTANT DATES

Abstract submission due:	8 March 2004
Paper submission due:	19 March 2004
Workshop proposals due:	19 March 2004
Acceptance notification:	17 May 2004
Camera-ready copy due:	25 June 2004
Conference dates:	20-24 September 2004

