Conference Secretariat

IFIP '94
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I would like to submit:

( ) a paper
( ) an informal presentation

for track no..... ( )
for the special track..... ( )
on issue/question no..... ( )

Postcard

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Assessment of Key Issues – Phase 2

Assessment of Key Issues will take place through a series of sessions featuring in depth exploration of specific issues at the interface between pairs of these four tracks as follows:

Link 1 – Technology	**<—>**	**Applications**
Link 2 – Technology	**<—>**	**Impacts**
Link 3 – Foundations	**<—>**	**Technology**
Link 4 – Applications	**<—>**	**Impacts**

The tracks are closely linked. Discoveries in foundations make possible radical new developments in hardware and software. These developments enable applications that were previously impossible. Understanding the real and potential impacts of Computer and Communication Systems leads to further improvements in technology and applications to enhance the positive impacts and minimize negative impacts.

The Assessment of Key Issues will be focused through nine specific issues/questions. Eight of the issues are related to the links – two issues for each link. The ninth issue is concerned with Developing Countries.

Submitted papers and posters are solicited for the following nine issues/questions.

Issue/Question — Linkage or Area

1. What Should We Build? — **Technology/ Application**

What new applications are enabled by terabit per second networks, terabit memories, and/or teraflop computers? What new people opportunities are created by pocket sized personal computers and communicators? How can/should systems complexity be hidden from applications and end users? Will mass market applications prevent individual solutions?

2. How Much Application Knowledge Should a Technologist Have? — **Technology/ Application**

Is it really possible for users to configure and integrate their applications from off-the-shelf building blocks. How can the language gap between technologists and application builders be bridged? How does present hardware and software limit participative design? How can users become more involved in the design of new applications?

3. When Virtual Reality Becomes Real... — **Technology/ Impact**

What technology will emerge from current research into "virtual realities"? What are some likely impacts of this technology? What should be done to maximize the benefits?

4. Utopia? or Chao
Control Technol

The life cycles of c
technology is typic
decrease. How far c
introduction of all th
Or, has it produced
organizations? How
year? How should we
Can we control the d

5. How Much Is Saf

Large investments
control technology to
nuclear power proc
knowledge, how saf
cost to reduce hazar
the cost?

6. Should We Inves
Elegance or Con

It has been said th
development costs,
costs of computer ar
how should we dec
research or technol
untapped areas of
technology developm
made aware of n
researchers and dev

7. Who is in Contro
User or Applicat

Designers of applica
their understanding
good design can fre
bring real human cre
virtually eliminate cr
ability to do the job
former and minimize

8. Is Application De
Focused on Rea

Education and traini
where much techno
impact. Have comp
been developed for
contemporary issues
we refocus applicatio