

Congreso Virtual Maple 2020

Categoría: [Maple](#)  Publicado: 01 Julio 2020

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Maple Conference

November 2 – 6, 2020

La edición de este año del Congreso anual sobre Maple, denominado [Maple Conference 2020](#), tendrá lugar de **forma virtual** del 2 al 6 de noviembre de 2020, como medida preventiva frente a la pandemia del COVID-19. El cambio de formato permitirá que profesionales, investigadores, profesores y estudiantes que habían descartado asistir en ediciones anteriores por el desplazamiento que suponía, puedan presentar sus trabajos en esta edición y/o participar en las diferentes sesiones.

Este congreso está dedicado a explorar diferentes aspectos del software matemático [Maple](#), incluyendo su impacto en la educación matemática, en los nuevos algoritmos y técnicas de cálculo simbólico y en sus aplicaciones. Los asistentes tendrán la oportunidad de conocer las últimas funcionalidades de Maple y de compartir experiencias, e interactuar, con sus desarrolladores. Este congreso incluirá presentaciones y debates en vivo, así como grabaciones y salas de chat con el fin de ajustarse a las diferentes zonas horarias de los participantes.

La **fecha límite para la presentación de propuestas** (una página) es el 15 de julio de 2020. ¡No pierda esta oportunidad!

INTRODUCTION

The Maple Conference 2020 is happening online November 2-6, 2020. This conference is dedicated to exploring different aspects of the math software Maple, including Maple's impact on education, new symbolic computation algorithms and techniques, and the wide range of Maple applications. Attendees will have the opportunity to learn about the latest research, share experiences, and interact with Maple developers. The conference will take place online, and will

include live presentations and discussions as well as recordings and chatrooms, in order to accommodate time zones. Maplesoft staff will also offer Maple training sessions on a variety of topics during the conference.

CALL FOR PRESENTATIONS

Maple Conference 2020 invites submissions of proposals for presentations on a range of topics related to Maple, falling into three broad categories:

Maple in Education

Topics could include, but are not limited to:

- Effective ways to use Maple as a tool to support remote learning or hybrid courses
- Innovative uses of Maple in the classroom (new ways to approach old problems, methods for using Maple to teach courses outside of traditional core math, impact on the curriculum, etc.)
- Measurable improvements in student performance after integrating Maple into a course
- Classroom tips and techniques/best practices drawn from experience

Algorithms and Software

Topics could include, but are not limited to:

- Symbolic and symbolic-numeric methods for solving mathematical problems, from any field
- Algorithm optimization and performance tuning techniques
- Effective use of types and data representations for particular problems or domains
- User interfaces for mathematical problem solving

Applications of Maple

Topics could include, but are not limited to:

- Applications that use Maple in unusual settings or in unusual ways
- Applications that push or extend the limit of what Maple can do
- Applications that explore critical world problems
- Applications that combine Maple with other technology

All presentation proposals will be reviewed by the conference organizing committee. If the proposal is accepted, the submitter will be invited to present their work at the conference.

After the conference, all presenters and invited speakers will be invited to submit a full paper for inclusion in the conference proceedings. These submissions will undergo peer-review, and the decision about acceptance or rejection lies with the [Maple Conference 2020 Program Committee](#).

PRESENTATION PROPOSALS

Your presentation proposal should be in the form of a title and abstract for your proposed talk. Abstracts should be under one page/400 words in length, and must be in English. If your presentation proposal is accepted, at least one author is expected to attend the conference to present the paper.

All presentations are to be given in English.

PAPERS (OPTIONAL)

After the conference, all presenters and invited speakers will be invited to submit a full paper on the work they presented. These papers will undergo peer-review, and if accepted, will appear in the conference proceedings. Papers should not duplicate work published or submitted for consideration elsewhere.

Papers must be in English and should be 6-15 pages in length. Please follow the [Springer LNCS conference proceedings author instructions](#). Authors should download the .zip file: "LaTeX2e Proceedings Templates."

SUBMISSION INSTRUCTIONS AND DEADLINES

Proposals should be in the form of a Word doc or a PDF. Submission is via [EasyChair](#):

- **Abstract submission:** July 15, 2020
- **Notification of acceptance/rejection of presentation proposal:** August 31, 2020
- **Paper submission:** December 31, 2020
- **Notification of paper acceptance/rejection:** February 28, 2021
- **Camera-ready copy due:** March 31, 2021

CONFERENCE DETAILS

- **Conference Date:** November 2-6, 2020
- **Location:** The conference will be held online
- **Program Chairs:** Robert M. Corless, Western University, and Jürgen Gerhard, Maplesoft

[➤ Información sobre Maple](#)

[➤ Sitio oficial de Maple Conference 2020](#)