CHANGES TO COMPUTER SOCIETY BYLAWS

The IEEE Computer Society Board of Governors recently approved the first reading of amendments to the Society’s bylaws.

Articles VI (Technical and Conference Activities), VII (Educational Activities), VIII (Member and Geographic Activities), IX (Publications), X (Standards Activities), and XI (Professional Activities) were revised to standardize the descriptions of membership, standing committees, and appointments for each program board. The relevant sections with proposed changes are available for review at http://bit.ly/148jjHe. Deletions are marked in strikeout text. Only relevant segments of the bylaws in question are reproduced.

Changes to existing Society bylaws that receive first- and second-reading approval by the Board of Governors are listed by title in Computer, with links to a website location hosting the actual documents. The documents remain accessible at this location until such time as the changes receive final approval.

Members can send comments to Anne Marie Kelly (amkelly@computer.org) by close of business, 8 November 2013.

NEW VERSION OF SYSTEMS ENGINEERING BODY OF KNOWLEDGE NOW AVAILABLE

A new version of the Guide to the Systems Engineering Body of Knowledge (SEBOK) has been released, along with a collaborative space that will allow systems engineers to contribute more directly.

Version 1.1.2 of SEBOK is available at www.sebokwiki.org/wiki. The latest version of SEBOK includes updated citation information, a Meet the Editors page, and removal of version number referencing from the main URL.

The accompanying SEBOK Sandbox, available at www.sebokwiki.org/sandbox, lets members of the public edit copies of existing SEBOK articles, submit new material, recommend structural changes, and submit comments.

The Sandbox will be monitored by the SEBOK editorial board, and submissions will be folded into future iterations of the SEBOK as appropriate. Any member of the community wishing to provide contributions to the SEBOK is encouraged to register for a Sandbox account and reach out to the appropriate editors for their areas of interest. For instructions, go to www.sebokwiki.org/sandbox.

SEBOK consists of seven parts broken into 26 knowledge areas with 112 topics, as well as five use cases, seven case studies, and six vignettes to illustrate the contents. It includes a 363-entry glossary and 224 primary references, plus hundreds of additional references. The Guide represents contributions from 70 authors around the world and comments from hundreds of reviewers.

The SEBOK update was supported by partner organizations the International Council of Software Engineering (INCOSE), IEEE Computer Society, IEEE Systems Council, ACM, the National Defense Industrial Association, and the Systems Engineering Research Center.

IEEE Computer Society representatives on the project were Kenneth E. Nidiffer, Director of Strategic Plans at the Software Engineering Institute, Carnegie Mellon University; and Dick Fairley, principal associate at Software & Systems Engineering Associates and chair of the IEEE Computer Society Professional Activities Board Software and Systems Engineering Committee.

The US Office of the Deputy Assistant Secretary of Defense for Systems Engineering, through its Systems Engineering Research Center, provided primary funding, with significant contributions in kind coming from the authors’ home organizations.

IEEE TRANSACTIONS ON HAPTICS TO BE INDEXED IN MEDLINE

IEEE Transactions on Haptics, a quarterly IEEE Computer Society peer-reviewed journal covering the field of haptics, has been selected for indexing and inclusion in MEDLINE/PubMed.

PubMed comprises more than 23 million citations for biomedical literature from MEDLINE, life science
journals, and online books. Citations may include links to full-text content from PubMed Central and publisher websites. MEDLINE citations are indexed with NLM Medical Subject Headings (MeSH) and are directly searchable from NLM as a subset of the PubMed database. 

IEEE Transactions on Haptics publishes archival research results related to the science, technology, and applications associated with information acquisition and object manipulation through touch.

JOIN IEEE COMPUTER SOCIETY COMMUNITIES

From conferences to newsletters, from theme-issue magazines to student awards, Computer Society Technical Committee and Special Technical Community activities have an impact. Bringing professionals and students together, these global technical communities provide opportunities to establish important professional connections as well as to further your contributions to the field.

Join now at http://bit.ly/1f0cRfF, get involved, and volunteer with the Computer Society technical communities to help shape the future.

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