

HESSD 2004

HESSD 2004 is the Working Conference of IFIP Working Group 13.5 on Human Error, Safety, and System Development

"To Err is Human. But to Make a Real Mess You Need a Computer Too."



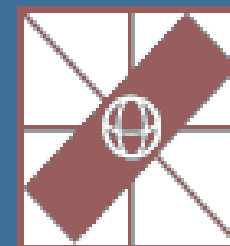
IFIP World Computer Congress 2004

6th International Working Conference on

Human Error, Safety, and System Development

Within IFIP WCC 2004

Toulouse, France • August 22-27, 2004



IFIP WG 13.5

<http://lihs.univ-tlse1.fr/hessd>

MAIN TOPICS

- Human error
- Risk management
- System design maintenance
- Design
- Human Computer Interaction
- Methodologies
- Process control
- Vehicle control
- Documentation
- Incident/accident analysis
- Training
- Formal methods

IMPORTANT DATES

January 3, 2004
 March 31, 2004
 April 30, 2004
 August 22-27, 2004

Paper submission deadline
 Acceptance notification
 Final versions due
 Conference

SUBMISSION INSTRUCTIONS

Regular papers : authors should submit full papers not exceeding 6,000 words in length.

Posters : authors should submit abstract of their proposed presentation not exceeding 2,000 words in length.

Accepted papers will be included in the proceedings circulated at the conference, published by Kluwer. Formatting and submission instructions will appear on the conference web site.

CONFERENCE CO-CHAIRS

Prof. Chris Johnson, University of Glasgow, Scotland
 Prof. Philippe Palanque, University of Toulouse III, France

johnson@dcs.gla.ac.uk
 palanque@irit.fr

PROGRAMME COMMITTEE

H.H.K. Andersen, Denmark
 H.B. Andersen, Denmark
 R. Bastide, France
 S. Bogner, Denmark
 G. Boy, France
 P.C. Cacciabue, Italy

J. Davies, Canada
 D. Javaux, Belgium
 A. Hale, Netherlands
 M. Harrison, U.K.
 E. Hollnagel, Sweden
 C.M. Holloway, U.S.A.

A. Isaac, Belgium
 C. Johnson, U.K.
 V. de Keyser, Belgium
 F. Koornneef, Netherlands
 P. Ladkin, Germany
 N. Leveson, U.S.A.

J. Nisula, France
 A.S. Nyssen, Belgium
 M. O'Leary, U.K.
 P. Palanque, France
 F. Paternò, Italy
 C. Santoro, Italy

B. Strauch, U.S.A.
 G. Szwillus, Germany
 T. van der Schaaf, Netherlands
 P. Wright, U.K.