



FUZZ-IEEE 2021
LUXEMBOURG
HANDLING UNCERTAINTY IN INTERPRETABLE AI

July 11 – July 14, 2021

Call for Academic and Industry Tutorials

FUZZ-IEEE 2021 solicits proposals for tutorials aimed at researchers, students and practicing professionals. Tutorials will be held on Sunday 11th July FUZZ-IEEE. Traditionally, tutorials attract a broad range of audiences, including professionals, researchers in academia, students, and practitioners, who wish to enhance their knowledge in the selected topic. Tutorials offer a unique opportunity to disseminate in-depth information on specific fuzzy set topics.

Tutorials will be organized by scientists or professionals from industry, government, NGOs, etc. who have expertise in the selected topic, and whose recent work has either had a significant impact in their field, or, in particular in the case of non-academic tutorials, whose work provides them with a detailed understanding of the problem space they are facing (e.g., challenges in cyber security, autonomous systems linked to data/AI and people, interpretability and verification of smart systems, etc.).

The detailed format of each tutorial will be up to the organizer(s), but the focus should be on well-organized, systematic presentations of didactic value. Tutorial organizers should prepare materials including handouts or electronic resources that are made available for distribution before or during the tutorial. Setting up web pages is highly encouraged. In addition, we welcome tutorials that emphasize:

- delivering interactive learning experiences
- ‘Reverse’, problem-owner-led tutorials, where industry, government, NGOs etc. explain their domain and research challenges with a view to gather academic insight and foster academic engagement and potential collaboration
- ‘Educational tutorials’, aimed at undergraduate students

Tutorials are typically 1.5 hours in duration. However, proposals for 3 hours, or full-day tutorials will be considered if the justification deems sufficient for the extended presence. The audience size of an average tutorial is expected to be around 25-50. While accepted Tutorials will be listed on the conference website, tutorial organizers are responsible for the promotion of their individual tutorial and should comment on the expected audience and how it will be engaged.

Proposal Content and Evaluation

The proposal should be brief and structured as follows:

- » Title of Tutorial
- » Organizers names, email addresses and links to their and/or their organizations’ webpages
- » Description of the goal of the proposed tutorial (max. 4000 characters)
- » Plan of the session with brief detail of the proposed format (max. 4000 characters)
- » Outline of the covered material (max. 4000 characters)
- » Justification, which should include the potential audience and plans for promotion, the timeliness of the given tutorial, proposed duration, as well as the qualifications of the proposer(s).

Proposal Submission and Enquiries

If you are interested in proposing a tutorial, or would like to recommend someone who might be interested, or have questions about tutorials, please contact the Tutorials Chairs:

Gabriella Pasi, University of Milano-Bicocca, Italy, gabriella.pasi@unimib.it

Derek Anderson, University of Missouri, USA, andersondt@missouri.edu

When submitting your proposals (make sure you submit to each Chair above), please include in your subject line: “FUZZ-IEEE 2021 Tutorial Proposal - “, followed by your tutorial title.

Proposal submission deadline: 25th October, 2020. Early submission is encouraged.

Notification of successful tutorials will be sent by November the 16th, 2020.