



## Call for Tutorials

The IAA-LACW 2016 Organizing Committee invites proposals for half-day tutorials to be conducted on February 28, 2016, the first day of IAA-LACW 2016, held at Florianópolis, Brazil.

Tutorials are an integral function of IAA-LACW where instructors have the opportunity to share their expertise on a specific field/research with fellow researchers and those who wish to discover said field/research. We are soliciting proposals for topics of academic and industrial/application(s) interests. These topics may be established or it may be emerging – and with profound and/or new insights thereto, that is best articulated by means of an oral presentation. Most importantly, tutorials should be interesting with lively interaction with the attendees.

We encourage tutorial proposals submissions, including but not limited to:

- CubeSat Innovative Missions and Applications
- Space Environment
- Remote sensing and Earth observation
- Innovative solutions for university satellite subsystems
- Launch opportunities
- Space Debris
- University Platform for biomedical research in Space
- Ground Segment and Stations Network
- New Perspectives for university satellites
- CubeSats Future Payloads and Experiments
- Micro-propulsion Subsystems
- CubeSat In-Orbit Experience

Proposals, prepared in a one-column PDF file, should include the following information:

- Title of the tutorial
- Area of the tutorial (refer to the list above)
- 300 words abstract (for inclusion in registration materials)
- Keywords
- Instructor(s) and their credentials (2-page CV for each instructor)
- Previous offerings of tutorials, if any
- Learning objectives
- Target audience and possible prerequisites
- Full description (1-2 pages to be used for evaluation)

### Important Dates

Tutorial proposals due: October 30, 2015

Notification of acceptance: December 5, 2015

Complete Set of Tutorial Slides: December 21, 2015

Please submit proposals by email to [tutorial@eel.ufsc.br](mailto:tutorial@eel.ufsc.br) by the October 30, 2015 deadline.

