

## Modeling and Simulation Body of Knowledge (M&SBOK) - Index

updated and © by: Dr. [Tuncer Ören](#) - 2010-12-17

### M&S: History

(A timeline representation of the M&S history would also be useful.)

- Archives**
  - [INFORMS](#) Simulation Society Archive
  - [NCSU Libraries](#) Establishes New Simulation Archive (2005)
  - [Simulation Council Newsletters](#) (1952-1963)
  
- Hardware**
  - Analog Simulation**
    -
  - Device Simulation, Three-Dimensional**
    - [History of Three-Dimensional Device Simulation](#)
  - Digital Simulation**
    - [ENIAC Simulation: History](#)
  - Hybrid Simulation**
    -
  
- Software**
  - Early Language Specifications and Their Critique**
    -
  - Languages**
    - [Nance, R.](#) (1993). History of discrete event simulation programming languages
    - [Breitenecker, F.](#) (2006). Software for Modelling and Simulation - History, Developments, Trends and Challenges
  - Tools**
    -
  - M&S Environments - Conventional**
    -
  - M&S Environments - AI Support**
    -
  - M&S Environments - Agent Support**
    -

- Applications**
- Building**
    - [Kusuda, T.](#) Early History and Future Prospects of Building System Simulation.
  - Business**
    - [Faria, A.J.](#) (2001). The Changing Nature of Business Simulation/ **Gaming**.
  - Flight**
    - [Aircraft Flight Simulation](#) (flight training)
    - [Beginnings of Flight Simulation](#) (Edwin Link)
    - [The History of Flight Simulation](#)
  - Fluid**
    - [Fluid Simulations](#): Past, Present & Future
  - Materials Modeling** (Computational Chemistry)
    - [Materials Modeling & Simulation History](#)
  - Medical**
    - [Bradley, P.](#) (2006). The History of Simulation in Medical Education and Possible Future Directions
    - [Patient Simulators](#)
  - Military**
    -
  - Social Science**
    - [Social Science Computer Simulation](#): Its History, Design, and Future
  - Wargames**
    - [History of Wargames](#)
- Benchmark Problems** -
- Methods/ Techniques**
- Monte Carlo Method**
    - [History of Monte Carlo Method](#)
  - Synthetic Environments**
    -
  - Visualization**
    - [Bell, P.C. and R.M. O'Keefe](#) (1987). Visual Interactive Simulation - History, recent developments, and major issues
- Conferences** SCSC – Summer Computer Simulation Conference  
[WSC](#) - Winter Simulation Conference
- Pioneers** • involvement: 50+ years, 40+ years, 30+ years
- Veterans** • involvement: 20+ years
- Anecdotes** -