Preface

In the era of continuous changes in the internal organizational settings and external business environments, such as new regulations and business opportunities, modern enterprises are subject to extensive research and study. A challenge that is already characterized as the futuristic aspect of the 21st century enterprise is complexity and agility. With globalization of economy, business processes are scattered not only throughout the labyrinth of their own enterprise, but also across different enterprises, and far beyond the national boundaries. The growing phenomenon of business process outsourcing is an obvious manifestation of this trend. Increasing competition, customer demands, and emerging technologies also take their tool on modern enterprise by requiring swift adaptation to the changes. Training of employees to learn their roles and see the role of others as they are enacted, imitating group decisions, and creating realistic virtual situations are other aspects of the overall study about modern enterprises. All this puts enterprises on ever-improving, redesigning, and adapting track that requires adequate tools, methods and approaches. As a complex socio-technical phenomenon, a profound understanding, analysis, and design of a modern enterprise and its interwoven business processes require tools that are effective, efficient, and practice proven.

Modeling and **simulation** are the tools and methods that are effective, efficient, economic, and widely used in enterprise study and within the holistic approach of business process management. Complementary deliverables of modeling (conceptual modeling) and simulation in enterprise study constitute a whole cycle of study of these complex systems. In its turn, modeling and simulation also requires to be based on engineering principles, systematic approach, sound and rigorous theories and methodologies.

In order to monitor and study processes and interaction of actors in a realistic and interactive environment, animation and gaming are the other two rapidly growing fields associated with enterprise and organizational study, and business process management.

In order to address these challenges, find and improve solutions, and demonstrate application of modeling and simulation in the study of enterprise, its organization and underlying business processes, these proceedings include a collection of papers presented at EOMAS 2009. In addition, EOMAS also included a panel of experts on "Simulation modeling and visualization for innovative teaching" and a keynote presentation.

June 2009

Joseph Barjis
Workshop Chair
EOMAS 2009

Organization

The EOMAS workshop is annually organized as an international forum for researchers and practitioners in the field of Enterprise & Organization Modeling and Simulation. Organization of this workshop, the panel, and peer review of the contributions made to this workshop are accomplished by an international team of outstanding experts in the fields of Enterprise Modeling and Simulation.

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