

11th IEEE International Conference on Global Software Engineering CALL FOR PAPERS

August 2-5, 2016

Orange County, California, USA



ORGANIZING COMMITTEE

General Chair

David Redmiles, University of California, Irvine, USA **Program Chairs**

Marco Aurélio Gerosa, University of São Paulo, Brazil Tobias Hildenbrand, SAP SE, Germany

Webmaster

Andrea Stockl, Independent, Brazil

Conference Manager

Doctoral Symposium

ICGSE Conference

Debra A. Brodbeck, University of California, Irvine, USA

Steering Committee Coordinator

Christof Ebert, Vector Consulting Services, Germany

IMPORTANT DATES

Workshop proposals	Jan 22, 2016
Abstract submissions:	
Research, Industry, Short Papers	Jan 29, 2016
Paper submissions:	
Research, Industry, Short Papers	Feb 5, 2016
Workshop notifications	Feb 5, 2016
Tutorial proposals	Feb 5, 2016
Doctoral Symposium submissions	Feb 26, 2016
Tutorial notifications	Feb 26, 2016
Paper notifications:	
Research, Industry, Short Papers	Mar 15, 2016
Camera-ready papers due	May 2, 2016
Workshops, Tutorials, and	

UC IRVINE, <u>DONALD BREN HALL</u>

Aug 2, 2016

Aug 3-5, 2016



ORANGE COUNTY





Global Software Engineering: Software Bridging Distances Between People

The 11th IEEE International Conference on Global Software Engineering (ICGSE 2016) brings together researchers and practitioners to share their findings and experiences in addressing the challenges of globally distributed teams. Global Software Engineering challenges result from distances of various kinds, including cultural, linguistic, and dispersion over time and space. These distances affect the different practices of software engineering leading to the need for new empirical studies, techniques, tools, and practices from many disciplines. ICGSE 2016 will focus on how the challenges of Global Software Engineering are being addressed and resolved within the different practice areas such as requirements, design, construction, testing, maintenance, process, methods, management, etc. We invite both academic and industrial communities to contribute to this flagship conference in global software and IT.

Submissions must be related to global software engineering; topics include but are not limited to:

- Cloud computing and crowdsourcing
- Communication, coordination, and control
- * Design thinking and global product design
- # Education
- Industrial offshoring and outsourcing experiences
- Industry case studies of all topics in this list
- Lean and agile development
- Managing and working with suppliers and contractors
- Methods and processes
- Mining software repositories and software analytics
- Open source software communities
- Security and privacy
- Social and human aspects of software development
- Social network analysis
- Software architecture
- Software business model innovation
- Software evolution and maintenance
- Software project management
- Software testing
- Strategic issues in distributed development
- Tools and infrastructure support

SUBMISSIONS

Submissions are invited for papers describing unpublished, original work, in the following categories:

Research papers that describe theoretical frameworks, technical solutions, or empirical studies. Maximum length 10 pages.

Industry papers that describe problems, lessons learned, solutions implemented, challenges encountered, and case studies on industrial global software engineering environments. Maximum length 5 pages.

Papers should be submitted as PDF files which conform to the two-column IEEE CS Press format. Accepted papers will be published in the proceedings by IEEE CS Press and the IEEE CS Digital Library. At least 1 author of each accepted paper must register for the conference and present the paper in person at the conference or the paper will not be included in the proceedings and will not be visible in online indexing systems.

Additionally, we invite submission of **short papers** (to be presented as posters), proposals for **workshops** and **tutorials**, and submissions for the **doctoral symposium**. Further information will be available on the conference website (www.icgse.org).

VENUE

ICGSE 2016 will be held at the University of California, Irvine, located in the heart of Orange County in sunny southern California, USA. Orange County is a leading tech cluster in the US and is home to a thriving technical and professional community that is full of opportunities. Orange County is known for its enjoyable lifestyle supported by natural beauty, including a scenic coastline and fantastic beaches, diverse communities, cultural attractions, world-class restaurants, and famous theme parks.