




# 11th IEEE International Conference on Global Software Engineering INVITATION TO BECOME A SPONSOR August 2-5, 2016 Orange County, California, USA



## What is the IEEE International Conference on Global Software Engineering (ICGSE)?

- ✦ The flagship annual conference of the international global software engineering (GSE) community.
- ✦ Organized by international community; held in international locations.
- ✦ Attended by academia, industry, and government.
- ✦ Approximately 30% of attendees are from industry.
- ✦ Attendees are drawn broadly from Europe, North and South America, Asia, Australia, and New Zealand.
- ✦ Professional development via tutorials, workshops, and latest research.
- ✦ Listed by: IEEE Xplore Digital Library, DBLP, Microsoft Academic Search, Google Scholar, Compendex, and the Library of Congress.
- ✦ Advertised through: Allconferences.com, WikiCFP, and SEWORLD, among others.
- ✦ Sponsoring society: IEEE  computer society
- ✦ ICGSE 2016 is hosted at: [University of California, Irvine](http://www.uci.edu)

## ICGSE is an excellent place for your organization to:

- ✦ Showcase thought leadership in GSE.
- ✦ Learn about the latest trends and experiences from experts in the field.
- ✦ Connect with talent interested in GSE.
- ✦ Emphasize your organization's involvement in the field of GSE.
- ✦ Learn from experiences of other GSE practitioners.
- ✦ Network with thought leaders in GSE.

## Sponsorship Opportunities and Benefits

Four levels of sponsorship are available:

	<b>Platinum</b> USD \$10,000 or more	<b>Gold</b> USD \$5,000	<b>Silver</b> USD \$2,500	<b>Bronze</b> less than USD \$2,500
<b>Information Table</b>	YES			
<b>Advertising Material in Totebag</b>	YES	YES		
<b>Souvenir in Totebag</b>	YES	YES	YES	
<b>Logo on Website and Publicity Materials</b>	YES	YES	YES	YES
<b>Visibility In Conference Program</b>	Logo on Cover + 1 page ad	Logo inside + ½ page ad	Logo inside	Logo inside
<b>Complimentary Registrations</b>	4	2	1	For \$1500: one 1-day pass

Sponsorship also can be tailored to support a specific conference activity or item, such as:

- ✦ Doctoral student symposium
- ✦ Logo on USB stick containing proceedings
- ✦ Banquet, reception, lunch, or break
- ✦ Conference totebag
- ✦ Special prizes or awards for student participation
- ✦ Industry tour: conference attendees visit your company
- ✦ Exhibitor table only
- ✦ Other opportunities

Publicity benefits include:

- ✦ Organization's logo on: conference website, advance publicity, proceedings, program, and signage and banners at the conference.
- ✦ Provide corporate information to attendees and provide ad for inclusion in program (Platinum, Gold).

## For more information on becoming a sponsor contact:

David Redmiles, ICGSE 2016 General Chair, redmiles@ics.uci.edu, +1-949-824-3823

Debra A. Brodbeck, ICGSE 2016 Conference Manager, brodbeck@ics.uci.edu, +1-949-824-2260

**Mission**

The mission of the ICGSE conference series is *to be the premier means of communication and advancement of research and practice in global software engineering.*

ICGSE conferences aim at bringing together researchers and industry practitioners to freely share and explore both the state-of-the-practice and the state-of-the-art in software engineering for global software engineering, from the point of view of both academia and industry, worldwide.



# 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

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

Doctoral Symposium Aug 2, 2016

ICGSE Conference Aug 3-5, 2016

## UC IRVINE, DONALD BREN HALL



## ORANGE COUNTY



## SPONSORS



## 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](http://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.

[www.icgse.org](http://www.icgse.org)