CALL FOR CONTRIBUTIONS

Software Designers in Action: A Human-Centric Look at Design Work
Edited Book, CRC Press
To be published in 2012

GOAL

The goal is to collect a foundational set of observations and insights into software design, drawing on theories and methods from a variety of research disciplines. The book aims to build this understanding by considering both software design’s role in the software development process and its role in the larger design context. Accordingly, this book seeks contributions and perspectives from various communities, including software engineering, general design, human-computer interaction, cognitive science, and psychology.

The book will focus on the analysis of a common data set. We will make available to each interested author videos and associated transcripts of three pairs of professional software designers, working on the conceptual design of a software system. Authors will be asked to submit a paper based on an analysis of these videos.

TOPICS

Contributors are asked to provide insight into the design activities depicted in the provided videos. The analysis underpinning the insight may vary widely. Note that, in this call, we use the word “analysis” in a broad sense, referring to a systematic examination and interpretation of the data. In particular, the analysis might vary:

- in coverage: An analysis may make use of all or a subset of the provided material, and may draw on other data (for example, via comparison to another study).
- in perspective: An analysis may adopt one of several lenses for considering the data. Among others, a technical, cognitive, social, or general design perspective might be adopted.
- in method: Analysis may employ one or more of a variety of research techniques, such as process modelling, discourse analysis, grounded reflection, inductive analysis, or quantifications.
- in focus: Analysis may focus on a variety of subjects, including but explicitly not limited to such topics as: interpersonal communication, design strategies, design moves, use of formalisms, use of informal representations, decision-making approaches, and comparison to established methodologies.
We welcome papers that provide comparisons to other studies within software engineering, as well as comparisons to other design disciplines.

HISTORY
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This book builds upon a workshop that was held in February 2010 at the University of California, Irvine. More information on the workshop, as well as instructions on how to obtain the videos and transcripts, can be found on the following web site:

http://www.ics.uci.edu/~andre/design-workshop

A special issue of Design Studies resulted from this workshop (Volume 31, Issue 6, November 2010), and a special issue of IEEE Software is in preparation. It is our hope that the papers in the book will provide similar kinds of depth and contributions to those of the special issue of Design Studies; prospective authors are strongly recommended to take a look at these papers.

SUBMISSION INSTRUCTIONS
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Submissions must adhere to the formatting instructions included in the attached; you can choose to either follow the LaTeX template (in which case the paper should be no longer than 20 pages) or the Word template (in which case the paper should be no longer than 30 pages, double spaced).

Submission is by e-mail, in PDF, to andre@ics.uci.edu. Authors of submitted papers will be expected to review two other submissions. Early submissions are welcomed.

IMPORTANT DATES
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Submission deadline: Jan 16, 2012
Review notification: Mar 2, 2012
Revisions due: Apr 2, 2012
Final decisions: Apr 30, 2012
Camera ready: May 21, 2012

EDITORS
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