Call for Papers
Cooperative and Human Aspects of Software Engineering – CHASE 2016
http://www.chaseresearch.org/workshops/CHASE2016

Important Dates

Workshop paper submissions due   Jan 29th 2016
Notification of workshop paper authors Feb 19th 2016
Camera-ready deadline   Feb 26th 2016
Workshop   May 16th 2016

Workshop Overview

Software is created for and with a wide range of stakeholders, from customers to management, to value-added providers, and to customer service personnel. These stakeholders work with teams of engineers to develop and evolve software systems that support their activities. All of these people and their interactions are therefore central to software development. It is crucial to investigate the constantly changing human and cooperative aspects of software development to understand current software practices, processes, and tools. In turn, this enables us to design and build tools, and support mechanisms to improve all aspects of software development.

Researchers and practitioners have long recognized the need to investigate these aspects, however, their articles have been scattered across many conferences and communities. This workshop provides a unified forum for discussing high quality research studies, models, methods, and tools for human and cooperative aspects of software engineering. We provide a meeting place for academic, industry, and practitioner communities interested in this area, and for those who are curious to see what it is all about.

Workshop Organizers

Anita Sarma   Oregon State University, USA
Sandeep Athavale   Tata Research Development and Design Centre, India
Andrew Begel   Microsoft Research, USA
Daniel Graziotin   Free University of Bozen-Bolzano, Italy; University of Stuttgart, Germany
Meira Levy   Shenkar, College of Engineering and Design, Ramat-Gan, Israel
David Socha   University of Washington Bothell, USA

Topics of Interest

– Software design philosophies, engineering practices, and tools that leverage human and cooperative aspects of software engineering;
– Adapting tools and processes to accommodate a range of organizational and cultural situations;
– Sociological and cultural characterizations of software engineering (e.g., trust, conflicts, norms);
– Psychological and cognitive aspects of software engineering (e.g., motivation, rewards, personality types);
– Managerial and organizational aspects of software engineering that focus on people and their interactions;
– Software engineering as collaborative work, including behavioral incentives, social networking, communication, coordination, and decision-support tools;
– Teamwork and cooperation in various development methodologies (e.g., agile, spiral, lean, waterfall, RAD);
– Community-based software development, such as Open Source, crowdsourcing, and public-private partnerships;
– Coordination, mutual awareness, and knowledge sharing in small-scale and large-scale software development, e.g., distributed software development, semi-anonymous collaboration, and "borderless" software teams;
– Stakeholder participation re: design, ownership, training, degree of involvement, communication, interplay, and influence with developers, sustainability, and deployment;
– Processes and tools to support communication and cooperation among stakeholders, including software developers, professionals, and customers over the lifetime of a system (requirements, design, development, testing, and maintenance).

Possible contributions include

– Empirical studies of software engineering teams or individuals *in situ,* using methods such as ethnographies, surveys, interviews, contextual inquiries, data mining, etc.;
– Laboratory studies of individual or team software engineering behavior;
– Novel tools motivated by observed needs, e.g., new ways of capturing and accessing software-related knowledge, software orienteering systems, communication, collaboration, awareness, visualizations, etc.;
– Novel processes motivated by empirical investigations; and
– Meta-research topics, such as effective validation of interventions or research methods.

Submissions and Presentation

We welcome 7-page full papers, 4-page short papers, and 2-page notes to enable attendees at different stages in their research process to participate in the workshop. Page limits include references. Papers should be submitted to the workshop's EasyChair site (https://easychair.org/conferences/?conf=chase2016). Please follow the ICSE formatting guidelines (ACM Formatting Guidelines, http://www.acm.org/publications/article-templates/proceedings-template.html). Accepted papers will be published as an ICSE 2016 Workshop Proceedings in the ACM and IEEE Digital Libraries. Accepted preprints will be hosted on a password-protected, CHASE-hosted, collaboration site to foster discussion prior to the workshop. The official publication date of the workshop proceedings is the date the proceedings are made available in the ACM Digital Library. This date may be up to two weeks prior to the first day of ICSE 2016. The official publication date affects the deadline for any patent filings related to published work.

Only a subset of papers will be selected for presentations based on their representativeness and potential for generating discussion. All interested parties are welcome to register, even without an accepted paper.

Program Committee

Vivek Balaraman, Tata Research Development and Design Centre
Cleidson Desouza, Federal University of Pará
Yvonne Dittrich, IT University of Copenhagen
Neil Ernst, Software Engineering Institute
Tor Erlend Fægri, SINTEF ICT
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Minghui Zhou, Peking University

Open Science Practices

CHASE 2016 is experimenting with encouraging authors to use open science to make their research, data and dissemination accessible to anybody in the world with an Internet connection. Please see CHASE 2016 website for our guidelines and recommendations for open access, open data and open source, and signed peer review.