Call for Papers – 10th International Workshop on Cooperative and Human Aspects of Software Engineering (CHASE 2017)

http://www.chaseresearch.org/workshops/chase2017 - An ICSE'17 workshop

I. IMPORTANT DATES

Workshop paper submissions due	January 20th, 2017
Notification	February 17th, 2017
Camera-ready deadline	February 27th, 2017
Workshop	May 23rd, 2017

II. 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 and their impact on important local and global issues. In turn, this enables us to design and build tools and support mechanisms to improve all aspects of software development, and the use and evolution of the deployed software systems.

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.

III. WORKSHOP ORGANIZERS

Daniel Graziotin, University of Stuttgart
Rafael Prikladnicki, PUCRS, Computer Science School
Meira Levy, Shenkar, College of Engineering and Design
Anita Sarma, Oregon State University
David Socha, University of Washington Bothell

IV. TOPICS OF INTEREST

Topics of interest are about the human, cooperative, and collaborative aspects of software engineering and include, but are not limited to:

- Software design or engineering philosophies, practices, and tools;
- Adapting tools or processes to accommodate a range of organizational and cultural situations;
- Sociological or cultural characterizations of software engineering (e.g., trust, conflicts, norms);
- Psychological or cognitive aspects of software design or engineering (e.g., motivation, rewards, personality);
- Managerial or organizational aspects focused on people and their interactions;
- Collaborative or cooperative aspects of design or engineering within multidisciplinary teams;
- Teamwork, collaboration, or cooperation in or across various development methodologies;
- Community-based software development (e.g., Open Source, crowdsourcing, and public-private partnerships);
- Coordination, mutual awareness, and knowledge sharing at different scales (e.g., distributed teams, semi-anonymous collaboration, "borderless" teams);
- Stakeholder participation within and across phases;
- Processes and tools to support communication, collaboration, and cooperation among stakeholders over the lifetime of a system.

Possible contributions include

- Empirical studies of software engineering teams or individuals *in situ*;
- Laboratory studies of individual or team software engineering behavior;
- Novel tools or processes motivated by observed needs or empirical investigations;
- Meta-research topics.

V. 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. Please follow the ICSE formatting guidelines. Accepted papers 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 IEEE XPlore. This date may be up to two weeks prior to the first day of ICSE 2017. 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 accepted papers may contribute a poster to a joint poster session with International Conference on Global Software Engineering (ICGSE). All interested parties are welcome to register, even without an accepted paper.

VI. PROGRAM COMMITTEE

The complete list is available at the workshop's website