

Call for Papers

Cooperative and Human Aspects of Software Engineering (CHASE 2010)

Workshop at the ICSE 2010
2nd May 2010, Cape Town, South Africa
www.itu.dk/people/ydi/CHASE2010.html

NEW DEADLINE: January 29th, 2010

Software is created by groups —software engineers— working in varied environments, under various conditions. Thus understanding cooperative and human aspects of software development is crucial to comprehend how methods and tools are used, and thereby improving the creation and maintenance of software. The goal of this workshop is to provide a forum for discussing high quality research on human and cooperative aspects of software engineering. We aim at providing both a meeting place for the growing community and the possibility for researchers interested in joining the field to present their work in progress and get an overview over the field.

Inspired by the hosting country's concept of co-responsibility – ubuntu – we especially invite contributions that address community-based development like open source development and sustainability of ICT eco-systems.

Topics of Interest

include, but are not limited to:

- Social and cultural aspects of software engineering,
- Psychological and cognitive aspects of software engineering,
- Managerial and organizational aspects of software engineering,
- Empirical studies of software development using both qualitative and quantitative methods,
- Cooperation in agile development,
- Community based development processes like Open Source development,
- Software engineering as cooperative work,
- Coordination and mutual awareness in large scale software development,
- Cooperation between software developers and other professionals over the lifetime of a system,

- Knowledge management in software engineering,
- Distributed software development.
- User participation in regard to ownership, training, level of involvement, interplay with developers, sustainability and deployment aspects

Submissions

As last year, we will have 3 paper categories.

- Full papers (up to 8 pages)
- Short papers (up to 4 pages)
- Notes (1 page)

Papers that cannot be accommodated in the plenary sessions will be presented in discussion round tables.

Important Dates

- 22 January - deadline for workshop paper submission
- 14 February - notification of acceptance
- 3 March - camera-ready deadline for workshop papers

For further information see:

<http://www.itu.dk/people/ydi/CHASE2010.html>

Submission site:

<http://cyberchairpro3.borbala.net/chasepapers/submit/>

Workshop goals

The main goal of this workshop is to present current research and to explore new research directions that will lead to improvements in the creation and maintenance of software, from the perspective of both processes and tools.

A secondary goal is to build and strengthen the community among the researchers working on cooperative and human aspects of software engineering, including those who typically attend ICSE and those who hail from other disciplines. The goal is particularly to expand the community in Africa.

Workshop organizers

- **Yvonne Dittrich**, IT University of Copenhagen, Denmark, ydi@itu.dk
- **Cleudson de Souza**, UFPA, Brazil, cdesouza@ufpa.br
- **Mikko Korpela**, University of Eastern Finland, Finland, mikko.korpela@uku.fi
- **Helen Sharp**, Open University, UK, H.C.Sharp@open.ac.uk
- **Janice Singer**, NRC, Canada, janice.singer@nrc-cnrc.gc.ca
- **Heike Winshiers-Theophilus**, Polytechnic of Namibia, Namibia, heikew@polytechnic.edu.na

Program Committee

Gabriela Avram,
Fábio Queda Bueno,
Marcelo Cataldo,
Li-te Cheng,
Retha de la Harpe,
Orit Hazzan,
Hugo Lotriet,
Frank Maurer,
Manfred Meyer,
Rafael Prikladinick,
David Redmiles,
Susan Elliot Sim,
Abimbola Soriyan,
Gunnar Stevens,
Jonathan Stillito,
Bjørnar Tessem,
Christoph Treude,
Volker Wulf