



The 2nd International Workshop on Social Software Engineering and Applications

Co-located with ESEC/FSE 2009, 7th joint meeting of ESEC and FSE

August 24, 2009, Amsterdam, The Netherlands

<http://www.esec-fse-2009.ewi.tudelft.nl/>

CALL FOR PAPERS

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IMPORTANT DATES

Intent to submit: May 15, 2009

Papers due: May 22, 2009

Acceptance: June 15, 2009

Final papers due: June 26, 2009

Workshop: August 24, 2009

SCOPE

Social software has emerged as one of the most exciting and important phenomenon in today's software and business arena. With social software, individuals can interact, share, and meet other individuals, presumably with similar interests, forming large data, knowledge, and user bases. Social software engineering, in turn, can be defined as the application of processes, methods, and tools to enable community-driven creation, management, deployment, and use of software in online environments.

The social software movement can be regarded as both a challenge and an opportunity for software development. On the one hand, social software itself brings its own kinds of challenges such as data sensitivity, content legality, scalability, and performance. On the other hand, the social software movement is apparently causing a fundamental change in the way software engineering is practiced, benefiting from the technologies and experiences gained from Web 2.0 and the expectations of the forthcoming Web 3.0. In the near future, various forms of social software development will become a reality. Examples include software mashups, intelligent context-aware software downloads, and online cooperative CASE tools. Such a cooperative model of software development would also meet the challenges of contemporary software engineering such as outsourcing, cooperative software engineering, and open source software.

The second edition will build on the success of SoSEA 2008 and discuss the latest trends in the field of social software engineering. Focusing on technology issues, the workshop will offer an opportunity for the participants to share experiences and discuss challenges involved in building and using social software. A special emphasis will be put the role of social software concepts and technologies in shaping up future software development. The workshop will also identify key research issues and challenges that lie ahead.

We solicit two kinds of contributions: short position papers describing particular challenges, experiences, or visions relevant to the scope of the workshop (not to exceed 4 pages) and full research papers describing original work in any aspect of social software engineering (not to exceed 8 pages). Articles should be novel, have not been published elsewhere, and are not under review by another publication. Accepted papers will appear in the ESEC/FSE proceedings which will be distributed on USB stick to all participants and made available in the ACM digital library. Papers must conform, at time of submission, to the ESEC/FSE 2009 Format and Submission Guidelines. Submission instructions are available at: <http://tutopen.cs.tut.fi/sosea09/>.

TOPICS OF INTEREST

The workshop will concentrate on two main themes:

- engineering of social software applications;
- the use of social software in software development, exploiting models, methodologies and technologies.

Workshop topics include (but are not limited to):

- requirements and challenges of building and using social software, including concerns such as scalability, performance, security, sensitivity and other legal issues;
- organization and interaction schemes in social software;
- automated approaches, best practices, architectures, frameworks, methodologies, technologies, tools, and environments for social software engineering;
- industrial involvement in social software: building, managing and interfacing with communities, opening up software platforms, integrating social software;
- building social software engineering communities: the role of companies, research groups, governments, NGOs, and individuals;
- social software engineering versus other forms of globalization such as global software development, distributed software engineering, open source, etc;
- experience reports and lessons on building social software and its use in software development;
- evaluation of socialness of software;
- teaching social software.