



# ICGSE 2017

## CALL FOR PAPERS

May 22-23, 2017

Buenos Aires, Argentina

The 12th IEEE International Conference on Global Software Engineering (ICGSE 2017) in conjunction with ICSE 2017, brings together researchers and practitioners to share their research findings, experiences, and new ideas on diverse themes related to global software engineering. Inspired on the well-established ICGSE conference series, ICGSE 2017 aims to further promote the integration between industry and academia. The collegial atmosphere welcomes those looking to discuss new ideas and find new research collaborations.

Submissions **must be related to global software engineering**; topics include but are not limited to:

- **Cross-Site Collaboration**
  - Challenges of team building
  - Collaboration, including communication, coordination, and cooperation
  - Social and human aspects of software development
  - Cultural Diversity
  - DevOps
- **GSE as a Business Strategy and Innovation**
  - Software business model innovation
  - Strategic issues in distributed development
  - Managing and working with suppliers and contractors
  - Design thinking and global product design
  - Cloud computing and crowdsourcing
- **GSE Technologies and Applications Tools and infrastructure support**
  - Software architecture and Design
  - Security and privacy
  - Social media support to distributed teams
- **GSE Practices and Methods**
  - Lean and agile development
  - Processes and Organizational Aspects
  - GSE Economics
  - Business models for GSE
  - Economic analysis
  - Intellectual Property

### SUBMISSIONS

Submissions are invited for unpublished, original work, in the following categories:

**Research papers:** Papers that describe theoretical frameworks, technical solutions, or empirical studies. Full (10 pages) and Short papers (5 pages).

**Industry papers:** Papers that describe problems or challenges encountered, lessons learned, or solutions implemented on industrial GSE environments. Short papers (5 pages).

**Training and Education papers:** Papers that report on training or educational studies or experiences on global software engineering, recommendations or lessons learned on the organization on GSE courses, GSE curricula, required infrastructure, etc. Full (10 pages) and Short papers (5 pages).

**Ignite Talk proposal:** Ignite talks are meant to present ideas and generate discussions that will push forward the field of GSE in an unexpected manner. Share with us your novel, ground breaking GSE-related message as an Ignite presentation. Tell us about tools, processes, tips, tricks, war stories, etc. Submit proposals of an Ignite Talk as a Title and Abstract (500 words maximum). The contributions are less scientific in their nature, but should be argued in a compelling way in a 5 min slot accompanied of 20 auto-advance slides.

### VENUE

This is the first year that ICGSE 2017 will be collocated with ICSE 2017, to be held in Buenos Aires, Argentina. Buenos Aires, the capital of Argentina, is one of the most important business and cultural centres of South America. Recognized as a cosmopolitan city that mixes an European atmosphere with strong Latin American roots, vibrant nightlife, tango and incredible food and wine. Buenos Aires, combined with ICGSE, makes an ideal destination to inspire and be inspired. Join us in this beautiful city for two days of insightful discussions!

### ORGANIZING COMMITTEE

#### General Chair

Sabrina Marczak, PUCRS, Brazil

#### Program Co-Chairs

Anita Sarma, Oregon State University, USA

Daniela Cruzes, SINTEF, Norway

#### Webmasters

Julia Couto, PUCRS, Brazil

Caio Borges, PUCRS, Brazil

### IMPORTANT DATES

#### Paper submission:

Dec 19, 2016

#### Ignite talk submission:

Feb 03, 2017

#### Notification:

Feb 13, 2017

#### Camera-ready:

Feb 27, 2017

### UCA PUERTO MADERO



### BUENOS AIRES



### SPONSORS



IEEE

