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IMPORTANT DATES

Workshop proposalsFri. Jan 10, 2014
Paper abstract submissionsMon. Feb 10, 2014
Paper submissionsMon. Feb 17, 2014
Tutorial proposalsMon. Mar 3, 2014
Doctoral symposium submissionsMon. Mar 10, 2014
Notification to all authorsMon. Apr 28, 2014
Industry abstract submissionsMon. May 12, 2014
Camera-ready papers dueMon. May 19, 2014

LOCATION

ICGSE 2014 will be hosted by Fudan University in Shanghai, the economy and finance center of China. The city has a rapidly developing industry of software and information technology. Many technology companies are setting up business here with a global vision. Shanghai boasts a variety of attractions, such as the famous Bund, 400-year-old Yu Garden, tea houses and beautiful river cruises.

CALL FOR PAPERS

Global Software Development and Engineering – Trends and Evolution

Globally collaborative software and IT industries are bringing huge opportunities for each and every country all over the world. The diversity of culture and the dispersion over time and space require novel techniques, tools, and practices from many disciplines to overcome challenges and to take full advantage of the opportunities.

The 9th International Conference on Global Software Engineering (ICGSE) brings together researchers and practitioners interested in solving the challenges of distributed software development. ICGSE 2014 invites academic and industrial individuals and teams to contribute to the fast growing field of global software development and engineering.

Topics of interest include:
- Project management of distributed software projects
- Collaborative requirement engineering
- Software design and architecture for distributed development
- Agile and lean development in distributed teams and organizations
- Software testing in a globally distributed environment
- Communication, coordination and collaboration
- Strategic issues in distributed development
- Working with globally distributed contractors
- Industrial offshoring and out sourcing experiences
- Tools and infrastructure support for distributed teams
- Cloud computing and crowdsourcing
- Methods and processes for global organizations
- Education in global software engineering

Practice: Global Software Engineering addresses real-world challenges, and so we especially seek industry knowledge. We invite industrial participants to share observations and experiences in the conference by publishing papers and making presentations.

Research: We invite academic researchers to submit papers discussing GSE research and GSE education. Papers with empirical evidence are encouraged and will be given preference.

PAPER SUBMISSION

Submissions are invited for papers describing unpublished, original work, in any of the following categories:

+ Research Papers that describe theoretical frameworks, technical solutions, or empirical studies. Maximum length: 10 pages.

+ Practice Papers that describe problems, lessons learned, solutions implemented, and challenges and opportunities encountered in industrial global software engineering environments. Maximum length: 5 pages.

All papers will be handled electronically through ICGSE 2014 online submission system and peer reviewed by at least three reviewers. Papers should conform to the two-column IEEE CS Press format. Accepted papers will be published in the conference proceedings by IEEE CS Press and be available in the IEEE CS Digital Library.

***Authors of the best papers will be invited to submit a revised and extended version of their papers to a special section in an issue of the Information and Software Technology journal published by Elsevier.

We also invite industry abstracts, submissions for the doctoral symposium, and proposals for workshops and tutorials. Please refer to www.icgse.org or http://www.se.fudan.edu.cn/events/icgse2014.