

ENASE'06

CALL FOR PAPERS

1ST INTERNATIONAL 2-DAY WORKSHOP ON EVALUATION OF NOVEL APPROACHES TO SOFTWARE ENGINEERING (ENASE'06)

19-20 SEPTEMBER 2006, ERFURT, GERMANY

<http://www.e-informatyka.pl/ENASE/2006/index>

IN CONJUNCTION WITH

NETOBJECTDAYS NODE'2006 (18-21 SEPTEMBER 2006, ERFURT, GERMANY)

<http://www.netobjectdays.org/en/index.html>

Accepted contributions will be published in the workshop proceedings (most likely **LNCS Springer**) as well as in at least seven journals. A **Journal Special Issue** dedicated to ENASE will be published by "*Journal of Systems and Software*". **Six journals** will **fast track** selected ENASE papers of interest to their readership: "*Requirements Engineering*", "*Journal of the AIS*", "*Journal of Database Management*", "*Enterprise Modelling and Information Systems Architectures – An International Journal*", "*LNCS Transactions on Aspect-Oriented Software Development*" and "*International Journal of Agent-Oriented Software Engineering*".

Mission

The mission of **ENASE** (Evaluation of Novel Approaches to Software Engineering) workshops is to be a prime international forum to discuss and publish research findings and IT industry experiences with relation to **evaluation** of **novel** approaches to **software engineering**. By comparing novel approaches with entrenched traditional practices and by evaluating them against software quality criteria, ENASE workshops advance knowledge and research in software engineering, identify most hopeful trends and propose new directions for consideration by researchers and practitioners involved in large-scale software development and integration.

Background and Goals

ENASE provides a yearly forum for researchers and practitioners to review and evaluate new software development methodologies, practices, architectures, technologies and tools. The background body of knowledge for ENASE are novel approaches to software engineering with emphasis on software product and process improvement. Against that background, ENASE undertakes to provide fast but careful empirical evaluation of such approaches as agile software development, aspect-oriented software development, model driven engineering, component software, service-oriented architectures, evolutionary design, intentional software, example centric programming, language workbenches, agent-oriented software engineering, etc.

An important underpinning and assumption of ENASE is that in software engineering "novel" turns out frequently to be just new hype. An objective of ENASE is to reveal any such hype as soon as feasible. This means that ENASE does not exclude more traditional approaches to software development and integration. On the contrary, ENASE endeavors to compare novel with traditional, also to discover if novel is not just traditional in disguise.

Motivation

Many software projects fail to meet their initial objectives. The reality of software production is plagued by exceeded deadlines and budgets, faulty solutions, unsustainable systems, cancelled projects, etc.. The paramount questions are: What causes software projects to fail? What are the symptoms of project problems and how to address them? How to model, design and program successful system solutions? How to construct and integrate systems so that they are supportable (i.e. understandable, maintainable and scalable)?

Today's enterprise information systems are rarely developed in-house from scratch. Most systems are the results of evolutionary maintenance of existing systems. Occasionally new applications and systems are developed, but practically always with the intent to integrate them with existing software. New technologies emerge to facilitate development and integration of enterprise systems. Assistance comes from component technology standards, such as J2EE, and .NET. A related technology of web services advocates constructing systems from services, i.e. running software instances (as opposed to components, which are units of composition with contractually specified interfaces and which need to be loaded, installed, composed, deployed and initialized before they can be run).

The main motivation for the ENASE workshops is to explain fundamental conditions for achieving (developing and integrating) supportable enterprise and business-to-business information systems. The workshops concentrate on software product and process improvement, architectural design, engineering principles, and organizational approaches for developing supportable systems. A supportable system delivers desired functionality and satisfies other system qualities with understandable, maintainable and scalable design. The complexity of modern systems is "in the wires" rather than in the mere size of the code. Accordingly, the necessary condition of supportability is the minimization of dependencies between code elements (subsystems, services, components, objects, methods).

The workshops will propose how to harness the complexity of large software models, manage large system production, ensure supportable architectural design, use metrics to improve software products and to measure supportability, take advantage of design and integration patterns and frameworks, use intentional and example centric programming, manage forward and reverse-engineering cycles, etc. so that a measurably-supportable system can result.

Topics of Interest

Topics of interest include theoretical and/or empirical contributions related to novel approaches to software engineering. Of particular interest are experience reports and evaluations (qualitative and quantitative) of existing approaches as well as ideas and proposals for improvements or for brand new approaches. Of various software qualities, the workshop emphasizes software supportability (understandability, maintainability and scalability). The workshop solicits experiments, case studies, surveys, meta-analyses, empirical studies, systematic reviews, conceptual explorations, innovative ideas, critical appraisals, etc. related to:

- Software product and process improvement
- Agile software development practices and methodologies (e.g. XP)
- Aspect-oriented software development
- Model driven engineering
- Component software
- Web services and service-oriented architectures
- Multi-agent systems and agent-oriented software engineering
- Generative software development
- Evolutionary design
- Intentional software
- Example centric programming
- Meta programming systems and language workbenches
- Competitive systems engineering
- Knowledge based systems engineering
- Architectural design and meta-architectures
- Enterprise integration strategies and patterns
- Frameworks and models on requirements engineering
- Cross-feeding between data engineering and software engineering

- Design thinking as a paradigm for software development
- Amalgamation of applications and data sources
- Implementing business transactions and object/relational mapping
- Team based distributed software production
- Other novel approaches and lifecycle models
- New methodologies, practices, architectures, technologies, tools, metrics

Workshop Format

Each paper will be a 10-minute *presentation*, followed by a 10-minute *debate*. There will be up to 30 papers presented over the two days of the workshop (plus up to 20 poster papers available for viewing and discussions).

Each day following the paper presentations a *forum* will be conducted to discuss key questions and topics that arise from the presentations and from the poster papers.

Each day of the workshop will conclude with a pre-organized *panel* on a selected workshop theme. The two panels will consist of 3-4 panel position papers presented by invitation of the respective Panel Chair. An open discussion will follow and will be summarized on conclusion by the Panel Chair.

Workshop Publications

Accepted papers will be published in the *Proceedings*, most likely as an LNCS Springer volume. To facilitate preparations for the workshop, all papers will be available to the participants before the workshop (through the workshop's website).

Following the workshop, the authors of full and position papers (ref. below) will be asked to consider the workshop's findings and prepare improved and/or extended versions of their papers for the *Post-Workshop Publications* in journals.

A **Journal Special Issue** dedicated to evaluation of novel approaches to software engineering will be published by:

“*Journal of Systems and Software*”

http://www.elsevier.com/wps/find/journaldescription.cws_home/505732/description

Six journals will fast track selected ENASE papers of interest to their readership:

“*Requirements Engineering*”

<http://www.springer.com/sgw/cda/frontpage/0,,3-0-70-1116135-0,00.html>

“*Journal of the AIS*”

<http://jais.isworld.org/>

“*Journal of Database Management*”

<http://www.idea-group.com/journals/details.asp?id=198>

“*Enterprise Modelling and Information Systems Architectures – An International Journal*”

<http://www.wi-inf.uni-essen.de/MobisPortal/index.php?lang=en&&groupId=1&&contentType=Profile>

“*LNCS Transactions on Aspect-Oriented Software Development*”

<http://www.springer.com/sgw/cda/frontpage/0,1855,5-164-2-109318-0,00.html>

“*International Journal of Agent-Oriented Software Engineering*”

<http://www.inderscience.com/browse/index.php?journalID=174>

Paper Submissions

The workshop accepts three kinds of papers – Full papers, Position papers, and Poster papers. The authors must declare in which category their paper is submitted. However, the authors of some full and/or position papers that would otherwise be rejected for the lack of space may be invited to re-submit their work as a poster paper.

Full papers should be original research work, present analysis of data and discussion of research findings. Full papers must not have been previously published or submitted for publication. Full papers must not exceed 5000 words (excluding appendixes).

Position papers should describe preliminary research findings or propose research ideas drawn from experience and existing research. They should contribute a specific discussion position and can present radical and controversial ideas. Position papers must not exceed 2500 words (excluding appendixes).

Poster papers should relate to an ongoing research or experience. They must not exceed 1500 words and must not include appendixes. Poster papers will be published in the Proceedings for the workshop, but not in the Post-Proceedings. Also, the authors of the poster papers will be explicitly encouraged and offered help to submit a full/position paper to the next ENASE workshop.

Papers must be submitted in the form of a PDF file through the workshop submission system. The papers should be submitted in the format specified by LNCS. Full details, including more specific guidelines on the preparation of papers, as well as styles for LaTeX2e, Tex, and MS Word, can be found the [Springer LNCS Web site](#). Submissions should be printable on a standard printer on common paper formats.

The submission should clearly relate to the topics of the workshop. All submitted papers will be judged on their quality and relevance. At least one author of each accepted paper must attend the workshop.

About Registration and Participation

Registration to ENASE constitutes part of the overall registration to NODE and allows access to all NODE events, including keynotes and invited talks. Registration fees include everything from proceedings to banquet, public transport within Erfurt (for free with NODE badge), lunch for all days and coffee/soft drinks.

NODE is a four day event including the tutorials day. Although ENASE is formally a two day event, participants are encouraged to join in the ENASE discussions on the third day (September 21st) to provide feedback, give directions and offer involvements in the successive ENASE workshops.

Important Dates

Submission of papers (extension):	May 12, 2006
Notification of acceptance:	June 16, 2006
Camera-ready papers:	July 7, 2006
Workshop:	September 19-20, 2006
Post-workshop papers:	November 16, 2006

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