ICGSE 2006

Developing software across borders is becoming an important competitive advantage in today's software industry. However, the increased globalization of software development creates software engineering challenges due to the impact of time zones, diversity of culture and communication, or distance. This requires novel and effective techniques and behaviors to achieve intended productivity and quality targets.

ICGSE 2006 is the first International Conference that aims at bringing together researchers and industry practitioners to explore both the state-of-the-art and the state-of-the-practice in software engineering for global software development.

Deadlines

Paper submission	March 20	2006
Demos submission	June 10	2006
Posters submission	June 10	2006
Early Registration	August 3	2006

Sponsorship or Registration

Individual researchers and practitioners are invited to attend the conference by regular registration (see options inside).

However, it is also possible a stronger institutional participation of IT and software companies, research institutes and universities by one of the four sponsorship options: *premium*, *gold*, *silver* and *standard*. Please contact one of our finance chairs to a more detailed information about the options, by sending an email to:

icgse-finance-l@inf.pucrs.br

ICGSE 2006 will be held in the beautiful Costão do Santinho ressort in Florianópolis, Brazil.

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Conference Organization

Pontifícia Universidade
Católica do Rio Grande do Sul

International Conference on Global Software Engineering

ICGSE 2006

October 16-19 2006

S p o n s o r s h i p a n d R e g i s t r a t i o n

www.icgse.org

Conference Research Themes

Effectively engineering software in a global context is a key competitive advantage in today's IT and software industry. However, the increased globalization of software development creates software engineering challenges due to the impact of time zones, diversity of culture and communication, or distance. This requires novel and effective techniques and practices to achieve intended productivity and quality targets. Topics of interest include, but are not limited to:

•Communication, coordination, collaboration and knowledge management for distributed software engineering.

• Requirements engineering and distributed client-supplier relationships.

•Collaboration infrastructure to support distributed development teams, e.g. change management, quality control, validation, project management, sharing of documents, online reviews, decision support.

• Process needs and proven solutions for effective and productive distributed software engineering.

• Managing distributed software projects: Planning, business case, team building, monitoring, reviewing, and reporting.

• The globalization experience: benefits of global development, effective business models, offshoring versus nearshoring, offshore-outsourcing versus internal offshoring, strategic versus tactical approaches.

• Managing diversity in global software projects and teams (technical, social and organizational).

• Working with globally distributed contractors: Vendor selection, contracting, supplier management.

• Teaching global software development.

Regular Individual Registrations

Category	Early Registration (until August 3 2006)	Late Registration (after August 3 2006)	Rights
Students* IEEE Members*	US$ 130	US$ 280	Admission to all technical sessions, lunches and electronic proceedings
IEEE Members*	US$ 475	US$ 625	Admission to all technical sessions, lunches, banquet, electronic and paper proceedings
Non-IEEE Members	US$ 575	US$ 725	

*IEEE members and students must provide proof of their status.

Regular Sponsorships

	standard	silver	gold	premium
Cost	US$ 2,000	US$ 5,000	US$ 10,000	US$ 20,000
Magazines paid-advertisings*				X
Web site-advertisings*			X	X
Conference souvenirs and materials		X	X	X
Posters	X	X	X	X
Printed (paper) proceedings	X	X	X	X
Complimentary registrations	1	3	7	16

*All advertisings made previously to the sponsorship contract are not included.