IEEE International Conference on Global Software Engineering

August 27-30, 2007
Munich, Germany
www.icgse.org

The globalization of software development is pervasive in today's IT and software industry. The diversity of culture and communication and the dispersion over time and space require novel techniques, tools, and practices from many disciplines to overcome numerous difficulties and to take advantage of rare opportunities such environments entail.

The IEEE International Conference on Global Software Engineering (ICGSE) will bring together researchers and practitioners to explore the state-of-the art in global software development. The previous conference held in 2006 attracted a wide and vigorous participation from industry and academia.

The conference includes the
- **Technical conference**
- **Tutorials**
- **Workshops**

The deadline for submissions in all three categories is:
Feb. 15, 2007
Further information can be found on the following pages. More details and updates are available on the conference website.

ICGSE 2007 Organizing Committee:

General Chair:	Frances Paulisch, Siemens, Germany
Program Chairs:	Philippe Kruchten, University of British Columbia, Canada
	Audris Mockus, Avaya Labs, USA
Tutorials Chair:	Bernd Bruegge, Technical University of Munich, Germany
Workshops Chair:	Brian Fitzgerald, University of Limerick, Ireland
Proceedings Chair:	Raghvinder Sangwan, Penn State University, USA
Industry Liaison:	Christof Ebert, Vector Consulting, Germany
Finance Chair:	Alberto Avritzer, Siemens, USA
Publicity:	Paulo Fernandes, PUCRS, Brazil
	Allen Milewski, Monmouth University, USA
Local Arrangements:	Helmuth Benesch, Siemens, Germany

ICGSE Conference Series Steering Committee:
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Daniela Damian, University of Victoria, Canada
Christof Ebert, Vector Consulting, Germany
Paulo Fernandes, PUCRS, Brazil
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Philippe Kruchten, University of British Columbia, Canada
Audris Mockus, Avaya Labs, USA
Frances Paulisch, Siemens, Germany

Call for Conference Paper Submissions

Sponsored by the IEEE Computer Society

ICGSE Series

Call for Conference Paper Submissions

The ICGSE 2007 Organizing Committee invites conference paper submissions for the IEEE International Conference on Global Software Engineering (ICGSE) which will take place from August 27-30, 2007 in Munich, Germany.

Submissions are invited for technical papers describing original unpublished results of theoretical, empirical, conceptual, and experimental research and practice.

Topics of interest include, but are not limited to:
- The globalization experience: benefits of global development, effective business models, offshoring versus nearshoring, offshore-outsourcing vs. internal offshoring, strategic versus tactical approaches.
- Communication, coordination, collaboration and knowledge management for distributed software engineering.
- Managing diversity in global software projects and teams (cultural, technical, social, and organizational).
- Empirical studies of distributed teams.
- 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.
- Requirements engineering and distributed client-supplier relationships. Architecture design and testing in distributed software projects.
- Managing distributed software projects: Planning, business case, team building, monitoring, reviewing, and reporting.
- Working with globally distributed contractors: Vendor selection, contracting, supplier management.
- Teaching global software development.

Paper categories: Submissions of high quality papers in the following categories are invited:
- Research papers should describe the problem addressed, the research method, the results achieved, the validation of results as well as forward looking conclusions. No more than 10 pages.
- Industrial practice papers should present problems or challenges encountered in practice, lessons learned from success and failure stories, or report on industrial validation of research results. No more than 10 pages.
- Short papers should describe a need experienced in industry or a research idea expressed by academia. No more than 5 pages.

Important Dates: Paper submissions are due: **February 15th, 2007**

Detailed information regarding submission instructions, the notification date and the date of the camera-ready versions for the conference proceedings will be provided on the web site.

Program Committee

Steve Adolph, WSA Consulting, Canada
Jesper Andersson, Vaxjo University, Sweden
Alberto Avritzer, Siemens, USA
Suttamally Balasubramaniyan, Wipro, India
Bernd Bruegge, Technical University Munich, Germany
Erran Carmel, American University, USA
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Krishna Kumar, SAP, India
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Gina Venolia, Microsoft, USA
Vito Vitale, IBM, USA
Thomas Wieberneit, SAP, Canada

Call for Tutorial Proposals

ICGSE Series

Call for Tutorial Proposals

The ICGSE 2007 Organizing Committee invites tutorial proposals for the IEEE International Conference on Global Software Engineering (ICGSE) which will take place from August 27-30, 2007 in Munich, Germany.

This call is an invitation for scientists and practitioners working in the field of global software development to submit proposals for high quality tutorials for ICGSE 2007. Tutorials must be designed as half-day (four hour) sessions, including a 30 minute break at their midpoint or full-day (two four hour sessions with breaks for coffee and lunch)

Requirements for Tutorial Proposal Submission
- Instructor qualification: A brief description of the instructor(s) indicating the relevant qualifications and teaching experience.
- Objective: Title, expected goals, objectives and motivation of the tutorial
- Tutorial level: Introductory, Intermediate or Advanced.
- Intended audience: it should be indicated to whom the tutorial is aimed and at which level it would be taught.
- Proposal Outline: A detailed outline of the presentation (max 4 pages).

Proposals must be submitted in the MS Word or PDF templates provided at the conference web site.

All submissions will be evaluated by a committee using the following criteria:
- Relevance, interest, and value of the topic to ICGSE attendees
- Completeness, clarity, and quality of the tutorial proposal
- Expertise of the presenters in the proposed topic
- Effectiveness of the proposed presentation approach.

Conference attendees usually consider the reputation of the presenters as one of their criteria for selecting a tutorial. It is expected that the presenters listed in the submitted proposal will be at the conference to present their tutorials. The presenters agree to provide participants with teaching materials that include:
- A detailed outline and explanatory text equivalent to the oral component of the tutorial.
- Copies of the slides in PowerPoint format. Relevant articles or books may be provided as supplementary Information but do not replace the text material of the handout. Presenters must obtain the copyright permission for their material.

Important Dates: Tutorial proposals are due **February 15, 2007.**
Detailed information regarding the date of the notification and the date of the camera-ready handouts will be provided on the web site.

Submitting a proposal
Tutorial proposals should be submitted to the ICGSE 2007 Tutorials Chair:
Bernd Bruegge, Technical University Munich, Applied Software Engineering
bruegge@in.tum.de

Call for Workshop Proposals

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ICGSE Series

Call for Workshop Proposals

The ICGSE 2007 Organizing Committee invites workshop proposals for the IEEE International Conference on Global Software Engineering (ICGSE) which will take place from August 27-30, 2007 in Munich, Germany.

The purpose of these workshops is to provide an informal setting for participants to discuss technical issues, exchange research ideas, and to develop community in this fast-moving, rapidly developing, multidisciplinary field of global software engineering. We encourage a diversity of workshops, including those that bring together inter-disciplinary approaches to global software engineering, support the interaction of research and industry in this area. The format of the workshop will be determined by the organizers. Workshops can vary in length from a half-day to a full-day.

Requirements for Workshop Proposal Submission
Proposals for workshops should be no more than 3 pages in length, preferably 1-2 pages. They should contain the following information:
- Title and brief technical description of the workshop, specifying the goals and the technical issues that will be its focus.
- A brief description of why and to whom the workshop is of interest.
- A list of related workshops or similar events held in the last 2 years, if any.

The names and contact information (web page, email address) of the proposed organizing committee. This committee should consist of two or three people knowledgeable about the technical issues to be addressed, preferably not coming from the same institution.
A description of the qualifications of the proposed organizing committee with respect to organizing this workshop (e.g., papers published in the proposed topic area, previous workshop organization, other relevant information).

Each workshop organizing committee will be responsible for the following:
- Producing a web page and a "Call for Papers/Participation" for their workshop. The call must make it clear that the workshop is open to all members of the ICGSE community.
- Providing a brief description of the workshop for the conference web page and program.
- Selecting the participants and the format of the workshop.
- All advertising of the workshop beyond web page advertising.
- Provide a workshop summary for the conference proceedings

Important Dates: Workshop proposals are due **Feb. 15, 2007.**
Detailed information regarding the other relevant dates (e.g. date of the notification etc.) will be provided on the web site.

Submitting a Proposal
Proposals should be submitted (.DOC, .ODT or PDF format) to the ICGSE 2007 Workshops Chair:
Brian Fitzgerald, Lero – the Irish Software Engineering Centre,
bf@ul.ie