



5th IEEE International Conference on Global Software Engineering

Princeton, USA | August 23-26, 2010
<http://www.icgse.org>



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Call for Papers

Solutions for Global Software Engineering challenges

Software and IT industries are today truly global – and so is software engineering. 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 advantage of opportunities global software engineering offers.

The 5th International Conference on Global Software Engineering (ICGSE) will bring together researchers and practitioners interested in exploring how globally distributed teams work and how the challenges can be met.

The ICGSE-10 organizing committee invites the academic and industrial communities to contribute to the expertise of the international global software engineering community. Conference attendees will get an opportunity to explore the current state of practice in this area as well as new thoughts and trends that will shape the future. In 2010, to increase the focus on Industry, we are including an industry track, for which papers will be separately reviewed.

Topics of interest include, but are not restricted to:

- Strategic issues in distributed development: business models (offshoring, nearshoring, outsourcing etc.), business case development, work distribution models, supplier selection and management, governance frameworks for distributed environment, cost-benefit-risk analysis
- Managing and governing distributed software development: planning, team building, project and SLA management, managing diversity, measurements and evaluation
- Methods and tools for distributed software development: requirements engineering, design, coding, verification, testing and maintenance, development governance
- Communication, coordination and collaboration
- Knowledge management in distributed development
- Getting started with global software engineering
- Empirical studies and lessons learnt on distributed development
- Software Process paradigms in the global environment (planned, agile etc)
- Teaching global software development
- Human behaviors in distributed development environments

Paper submission

Submissions are invited for technical papers describing unpublished, original work, in any of the following categories: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.
- **Industry track papers** that describe problems, lessons learned, solutions implemented and challenges encountered in industrial global software engineering environments. Maximum length 5 pages.
- **Educational papers** that report experiences in teaching global software engineering. This includes not only education at the university level, but also corporate training. Maximum length 5 pages.

All submissions will be handled electronically through www.icgse.org. Papers should conform to the two-column IEEE CS Press format (<http://www2.computer.org/portal/web/cscps/formatting>) and be submitted as PDF files. Accepted papers will be published in the conference proceedings by IEEE CS Press and be available in the IEEE CS Digital Library. A special issue with selected best papers from ICGSE 2010 will be published at the Journal of Software Maintenance and Evolution: incorporated software process improvement and practice.

Other contributions

We also invite proposals for doctoral symposium, tutorials, workshops, panels, and posters. Further information and updates will be available on the conference website.

Important Dates

Paper abstracts:	February 12, 2010
Paper submissions:	February 26, 2010
Workshop submissions:	February 12, 2010
Other contributions:	March 13, 2010
Notification of authors:	April 23, 2010
Camera-ready papers due:	May 28, 2010

