International Conference on Global Software Engineering

ICGSE 2006

Costao do Santinho, Florianopolis, BRAZIL
16-19 October 2006

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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.

ICGSE 2006 is the 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. The conference commences a series of annual international conferences in this emerging area of research and practice.

High Quality Submissions are invited for technical papers describing original unpublished results of theoretical, empirical, conceptual, and experimental research and practice.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

- Communication, coordination, collaboration and knowledge management for distributed software engineering.
- Requirements engineering and distributed client-supplier relationships.
- Architecture design and testing in distributed software projects.
- 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.

Paper categories
We invite submissions of high quality papers in the following categories:

Research papers should describe the problem addressed, the research method, the results achieved, the validation of results as well as forward looking conclusions. Max length: 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. Max length: 10 pages.

Short papers should describe a need experienced in industry or a research idea expressed by academia. Max length: 5 pages.

Submission information
Paper guidelines and submission information will become available on the conference website.

Conference Venue
The conference will be held during October 16-19, 2006 in beautiful resort Costao do Santinho, Florianopolis - Brazil. The conference shuttle will pick up registered attendees at Florianopolis airport and deliver you to the conference hotel.

Important Dates

Paper abstracts due	15	March	2006
Paper submission (all categories)	20	March	2006
Notification of authors	1	June	2006
Posters and research demos due	10	June	2006
Camera-ready papers due	19	June	2006