



## SEmotion'20 - Fifth International Workshop on Emotion Awareness in Software Engineering

Co-located with ICSE'20

### Motivation

Affective computing is the study and development of systems and devices that can recognize, interpret, process, and simulate human affects, i.e. the experience of feelings or emotions. Over the past decade, research has shown the impact of affective states on work performance and on team collaboration. This also applies for software engineering that involves people in a broad range of activities, where personality, moods, and emotions play a crucial role. For successful software engineering projects, stakeholders need to experience positive affect (such as trust or appreciation), to agree on display rules for emotions, and to hold mutual commitment to the project goals.

This workshop follows on the third edition held at ICSE 2018, towards the consolidation of an international, sustainable forum for researchers and practitioners interested in the role of affect in software engineering to meet, present, and discuss their work in progress. High-quality contributions about empirical studies, theoretical models, as well as tools for supporting emotion awareness in software engineering are invited to the workshop from both academia and industry.

### Topics of interest

- Impact of affective states on individual and group performance, commitment and collaboration in software engineering
- The role of affect in the social programmer ecosystem
- Leveraging stakeholders affective feedback to improve software, tools, and processes
- Design, development, and evaluation of tools and datasets for supporting emotion awareness in software engineering
- Reusable software frameworks, APIs, and patterns for designing and maintaining affect-aware systems
- Ethnographic approaches to affect monitoring in the workplace of software projects
- Psychology of programming and modeling of affective states
- Affective state detection from multimodal analysis of spontaneous communicative behavior such as natural language processing, use of biometric measurements, analysis of body posture and gesture, speech analysis
- Affect sensing from communication artifacts
- Methodologies for large-scale emotion mining
- Emotion awareness in software design philosophies, development practices, and tools
- Emotion awareness in cross-cultural teams in global software development
- Methodologies and standards
- Replications of prior studies

### Types of contribution

- Full papers (6 pages) describing emotion awareness challenges, needs, and frameworks.
- Short papers (3-4 pages) describing new ideas, works in progress, datasets, and tools.
- Posters (1-2 pages) summarizing research projects, demos, techniques.
- **New this year.** Live Study (max 6 pages) describing the design of a study to be carried out during the workshop with the SEmotion20 participants.

### Important dates

Papers submission: **Jan 22nd**  
Author's Notification: **Feb 25th**  
Workshop: **May 23rd**

### Organizers

Davide Fucci  
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### Contacts

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