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ICSE 2018 Software Engineering in Society

Scope

The Software Engineering in Society (SEIS) scope is bold and ambitious in that it takes a specific focus on the impact of the accelerating speed of digital technology advances on society. Such technology holds code at its core and we wish to reflect on the adequacy and sustainability of current SE models and methods in keeping abreast with such rapid advances. Equally, we are interested in sharing success stories, failures and lessons learned from working in highly complex problem spaces such as climate change, public health, cyber security and democracy. We are interested in software engineering tools, processes, architectures, and methods that are relevant in these settings. SEIS authors are encouraged to contribute both mature, and novel but soundly-motivated research. SEIS welcomes multi- and interdisciplinary research showcasing how software engineering can contribute to the many dimensions of software embedded in society.

Goals

We are looking for insightful and thought-provoking papers that address the role and impact of software engineering in society. Specifically, we are seeking innovative, inspiring research with a clear impact on Software Engineering challenges, directions, methods and tools. We welcome contributions that can help to understand how software engineering will address the opportunities and challenges posed by the rapidly accelerating pace of technological advances impacting the economic, political, environmental, social and technical aspects of society.

We would like also to discuss new trends in software engineering, in which software is only a part of a larger system, and its development is tackled within the specific disciplines (indicated below) with a limited (or without) involvement of software experts. The goal is to investigate possible novel contributions from the software engineering disciplines and research challenges to these disciplines.

SEIS encourages

- Engagement with a broad spectrum of disciplines including, but not limited to:
  - Life Sciences (e.g. Health Informatics, Biotechnology);
  - Environmental Sciences (e.g. Ecology, Climate Change);
  - Humanities (e.g. Digital Humanities);
  - Social Sciences (e.g. Economics, Politics);
  - Philosophy (e.g. Ethics, Values Theory);
  - Computing and Engineering (e.g. HCI, IoT, AI, Data Science, Distributed Computing);
  - Mechanical engineering (e.g., production systems);
  - Design (e.g. Sustainable Design, Architecture, Urban Planning);
  - The Arts (e.g. Digital Art, Performing Arts) and Crafts (e.g. DIY electronics);
  - Interdisciplinary research (e.g. Cognitive Science, Digital Social Innovation).
- Work emerging from research partnerships with communities, NGOs, cultural institutions, and the public and private sector.

- Research reflections on the long term implications of digital technology interventions on all aspects in society (e.g. economics, social, political, environmental, technical).

Blogs >> (https://web.archive.org/web/20170821063924/http://www.icse2018.org/blogposts)

- Research directions towards new development models, tools, and methods for specific application environments.
- Research findings supported by empirical studies and experimentation.

Evaluation

The primary criteria for acceptance are the scientific quality of the paper and the extent to which a paper meets the track goals and fits the scope. The SEIS program committee will undertake the assessment with regard to the following criteria: relevance to the software engineering community, soundness and originality of the paper, appropriate consideration of relevant literature, and clarity of presentation. Each submission will be reviewed by at least three members of the program committee. Submissions must not have been previously published or concurrently submitted elsewhere.

Format

- Full papers, up to 10 pages, documenting results and findings, where the research presented has followed established research methods;
- Short papers, up to 4 pages, reporting novel approaches that have not been fully evaluated, which will be presented as posters;
- Case study papers, up to 10 pages, reporting on innovative approaches, tools, or delivery formats;

How to submit

All papers must conform at the time of submission to the ACM formatting guidelines (https://web.archive.org/web/20170821063924/http://www.icse2018.org/track/icse-2018-Double-blind-review#Formatting). Short papers must not exceed four pages, including all text, references, appendices, and figures. Long papers must not exceed 10 pages, including all text, references, appendices, and figures. Papers must be submitted electronically by the submission deadline of 23 October 2017 (anywhere on earth) through the online submission site at EasyChair (https://web.archive.org/web/20170821063924/https://easychair.org/conferences/?conf=icseseis2018).

Please review the formatting and submission instructions carefully. Submissions that do not comply with the instructions and page limits will be rejected without review.

ICSE-SEIS 2018 will use a double-blind review process. Therefore, in your submission, omit your names and institutions; refer to your prior work in the third person, just as you refer to prior work by others; do not include acknowledgements that might identify you. You can find further advice, guidance and explanation in the ICSE 2018 double blind review process description (https://web.archive.org/web/20170821063924/http://www.icse2018.org/track/icse-2018-Double-blind-review). If in doubt, please contact the chairs.

The official publication date of the ICSE-SEIS 2018 Proceedings is the date the proceedings are made available in the ACM Digital Library. This date may be up to two weeks prior to the first day of the conference. The official publication date affects the deadline for any patent filings related to published work.

Important Dates

- Submissions Due: Oct 23, 2017
- Notification of Acceptance: Jan 22, 2018
- Camera Ready Copy: Feb 12, 2018

Co-Chairs

- Schahram Dustdar (https://web.archive.org/web/20170821063924/http://www.icse2018.org/profile/schahramdustdar), TU Vienna, Austria
- Valerie Issarny (https://web.archive.org/web/20170821063924/http://www.icse2018.org/profile/valerieissarny), Inria, France

Call for contributions

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Double Blind Review

ICSE'18 Double Blind Review Process

Why DoubleBlind?

There are many reasons for this decision, not least the considerable number of requests from the community. For those who are interested in motivations for double blind reviewing, a very well argued, referenced and evidenced article in favour of double blind review processes for Software Engineering conferences can be found in the blog post by Claire Le Goues: https://www.cs.cmu.edu/~clegoues/double-blind.html (https://web.archive.org/web/20170821063924/https://www.cs.cmu.edu/~clegoues/double-blind.html)

How to prepare your paper for double-blind reviewing?

In order to comply, you do not have to make your identity undiscoverable; the double-blind aspect of the review process is not an adversarial identity discovery process. Essentially, the guiding principle should be to maximize the number of people who could plausibly be authors, subject to the constraint that no change is made to any technical details of the work. Therefore, you should ensure that the reviewers are able to read and review your paper without having to know who any of the authors are. Specifically, this involves at least the following three points:

1. Omitting all authors' names from the title page.

2. Referring to your own work in the third person. You should not change the names of your own tools, approaches or systems, since this would clearly compromise the review process. It breaks the constraint that "no change is made to any technical details of the work". However, you should always refer to the authorship/provenance of tools, approaches or systems in the third person, so that it is credible that another author could have written your paper.

3. Not relying on supplementary material (your web site, github repository, youTube channel) in the paper or on the rebuttal submitted during the clarification period. Supplementary information might result in revealing author identities.

What about additional information to support repeatability or verifiability of the reported results?

ICSE'18 puts a strong emphasis on creation of quality artifacts and repeatability and verifiability of experiences reported in the papers. An artifact evaluation committee is put in place to review artifacts accompanying all accepted papers, without the need to conceal identity of the authors.

Last modified: March 31, 2017

Important Dates	🌐🕐 AoE (UTC-12h)
Mon 23 Oct 2017 Submission deadline	

Mon 22 Jan 2018 Notifications	Blogs >> (https://web.archive.org/web/20170821063924/http://www.icse2018.org/blogposts)
Mon 12 Feb 2018 Camera Ready	

Submission Link

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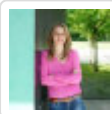(https://web.archive.org/web/20170821063924/http://www.icse2018.org/committee/icse-2018-software-engineering-in-society-program-committee)

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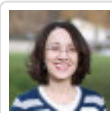
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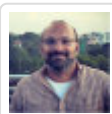**Rami Bahsoon**
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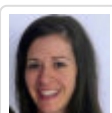
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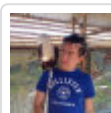Blogs >> (https://web.archive.org/web/20170821063924/http://www.icse2018.org/blogposts)

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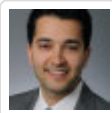**Carnegie Mellon Software Engineering Institute**
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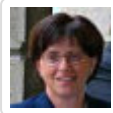(https://web.archive.org/web/20170821063924/http://www.icse2018.org/profile/oscarpastor)

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