



10th International Conference on Software
Engineering Research and Innovation



17th Jornadas Iberoamericanas de
Ingeniería de Software e Ingeniería del
Conocimiento

Universidad Tecnológica Bilingüe Internacional y
Sustentable de Puebla

Submission Deadline: May 31, 2022 May 15, 2022

Regarding the COVID 19 pandemic, to safeguard the health of participants, CONISOFT 2022 conference will be hybrid.

CONISOFT

The 10th International Conference in Software Engineering Research and Innovation (CONISOFT 2022) will be held at Universidad Tecnológica Bilingüe Internacional y Sustentable de Puebla, October 24-28, 2022. The purpose of the conference is to bring together practitioners and researchers from academy, industry, and government in order to advance the state of the art in Software Engineering, as well as generating synergy between academy and industry, defining a collaboration strategy to support and promote the development of the software industry in Mexico and worldwide. Papers that combine theory and practice are especially welcome.

JIISIC (Collocated event)

The Ibero-American Conference on Software Engineering and Knowledge Engineering (JIISIC) is a space for the exchange of knowledge, experiences, and good practices on frontier issues related to Computer Science.

From the first version in 2001 until today, JIISIC has summoned more participants every year and has become a meeting of high value for scientists, teachers, technicians and students from all the countries of the region. Its participants form and expand a solid network of contacts, broaden the perspectives of scientific and professional cooperation and define new lines of technology transfer.

<http://conisoft.org/2022/>

Technically Co-Sponsored by IEEE



Technically Co-Sponsored by IEEE Computer Society



Topics:

CONISOFT 2022 Topics: The topics for this edition are listed below, but are not limited to these:

1. Core themes:

Requirements engineering.

Systems modeling: languages, mechanisms of formalization.

Architecture and software design.

Models and quality systems.

Process models.

Software metrics.

2. Empirical Software Engineering:

Empirical Methods.

Statistical Methods and Measurement

Simulation Methods.

Missing Data in Software Engineering.

Experimentation in Software Engineering.

Human Factors in Software Engineering.

3. Formal methods:

Theoretical basis for software engineering.

Formal methods for software engineering.

Experimental evaluation and validation.

The split between industry practice and academic research.

4. Trends in Software Engineering:

Construction of complex systems:
recommendation systems.

Software engineering for very small mobile
software applications and context, and very
large software ecosystems.

Modeling and knowledge management.

Support methodologies: agents-based
methodologies, natural language processing,
machine learning.

Software Engineering for Cloud Computing,
Big Data, Social Computing.

5. Interaction with other disciplines close related to Software Engineering:

User-centered design: human-computer
interaction, usability engineering.

Social Issues in software engineering:
psychology, sociology.

6. Software Engineering Education (SEE)

Models and Techniques for SEE.

Teaching approaches for SEE.

Tools for SEE.

Strategies and instruments for assessment
SEE.

7. Industry and government experiences.

Cases in industry and government

Study cases in industry and government

8. Special topics for 2022 edition (JIISIC, collocated event):

8.1. Decision support systems

Big data.

Data mining.

Data warehouses and OLAP.

Business intelligence.

Support systems for knowledge management.

Data analytics applications.

8.2. Intelligent Systems

Machine learning.

Deep learning.

Reinforcement learning.

Active learning.

Binary, discrete, and continuous optimization
metaheuristics.

Case-based and rule-based systems.

Fuzzy logic.

Intelligent systems and applications.

Artificial Intelligence, Ethics, and Law.

8.3. Interactive Systems

Internet of things.

Semantic Web and ontologies.

Augmented reality.

Virtual reality.

Machine-to-machine communication.

Computer graphics and video games.

Modeling and simulation.

8.4. Industry 4.0

Digital transformation in the industry.

Logistics automation.

Smart Manufacturing.

Additive Manufacturing.

Energy-saving and management of
sustainable processes.

8.5 Women in Computer Science:

Development of computer applications
(games and others) with a feminine theme or
developed with strong participation of
women.

Models of female leadership and inclusion in
computing.

Models of gender equality, inclusion, and
leadership in computing.

Analysis of the activity and participation of
women in CS (informatics and computer
science), STEM (science, technology,
engineering, and mathematics) and ICT
(information and communication
technologies)

Participation modalities (types of works):

• **Track 1 -CONISOFT:** Scientific papers in English
(original research, basic and experimental).

<https://cmt3.research.microsoft.com/CONISOFT2022>

• **Track 2 -CONISOFT:** Work in progress in English.
Papers describing works that are at an early stage of
the investigation.

<https://cmt3.research.microsoft.com/CONISOFT2022>

- **Track 3 -JIISIC:** Scientific papers in Spanish (original research, basic and experimental).

<https://cmt3.research.microsoft.com/JIISIC2022>

Paper length: (a) Scientific papers (Track 1, Track 3) will be submitted as **full papers**, from 8 pages and up to 10 pages; and (b) works in progress (Track 2) will be submitted as **short papers**, from 6 pages and up to 8.

Papers must be original works, not have been published before, nor subjected simultaneously to other events.

Submitted papers will be evaluated by an international reviewers committee composed of renowned researchers and professionals, which can be consulted on the Web site of the conference.

Languages:

Due to the joint organization of CONISOFT and JIISIC, the organizing committee agreed for this year, the CONISOFT will accept articles in English and for the JIISIC they will be accepted in Spanish.

Paper publication:

(a) Accepted papers for CONISOFT in **English** (Track 1 and Track 2) will be submitted for inclusion in IEEE Xplore and the IEEE Computer Society (CSDL) digital libraries. The papers accepted for presentation and discussion at CONISOFT conference are published in the proceedings by IEEE and will be submitted for indexing by IET INSPEC, EI (Compendex), Thomson ISI, Scopus, and other indexing services.

Based on the quality of the submissions, we are considering publishing **extended versions** of the best quality papers (in English) in a post-conference special issue in the Journal (with a second-round reviewing): **Programming and Computer Software**, © Springer. IF 0.936, Q4 (Scopus: Q3).

* *The post-conference publication could require an additional payment to the editorial. Authors will be required to provide expanded versions of their submissions, which will undergo an additional review process for inclusion in the special issue.*

(b) Accepted papers for JIISIC in **Spanish** (Track 3) will be published in a set of journals with Ibero-American indexes (some articles may be

required to be translated into English as required by some journals). **(to be defined).**

Paper structure:

The characteristics of the types of works and their structure can be consulted on the Web site of the conference. To prepare your paper, please use the template from:

<http://conisoft.org/2022/>

Submission:

Please submit a **blinded version of your paper** with no authors' details.

Be aware that papers must be consistent and remain in the language originally submitted (English or Spanish).

For paper submission please visit the link:

Conisoft Track 1 and Track 2:

<https://cmt3.research.microsoft.com/CONISOFT2022>

JIISIC Track 3:

<https://cmt3.research.microsoft.com/JIISIC2022>

Committees:

CONISOFT 2022 is promoted by the Mexican Thematic Network of Software Engineering (*Red Temática Mexicana de Ingeniería de Software*) integrated by the following universities:

Universidad Autónoma de Baja California
Universidad Nacional Autónoma de México
Universidad Autónoma de San Luis Potosí
Universidad Autónoma de Yucatán
Universidad Autónoma de Zacatecas
Universidad Tecnológica de la Mixteca
Universidad Popular Autónoma del Estado de

Puebla

Universidad Veracruzana
Universidad Autónoma de Sinaloa
Universidad Autónoma Metropolitana
Universidad Autónoma de Ciudad Juárez
Instituto Tecnológico de Hermosillo
Centro Nacional de Investigación y Desarrollo
Tecnológico (CENIDET)

Instituto Tecnológico y de Estudios Superiores
de Monterrey (ITESM), Monterrey

CINVESTAV, Tamaulipas

Universidad Politécnica de Tapachula

Instituto Tecnológico de Sonora

Instituto Tecnológico de Tijuana

Instituto Tecnológico de León

General Chair: Reyes Juarez Ramirez (México).

Co-chair: Mtro. Jesús Alfonso Cruz Valencia (México).

Co-chair: César Jesús Pardo Calvache (Colombia)

CONISOFT Standing Committee:

Hanna Oktaba, Universidad Nacional Autónoma de México (México)

Reyes Juarez Ramirez, Universidad Autónoma de Baja California (México)

Alain Abran, École de Technologie

Supérieure-Université du Québec (Canada)

Mario Piattini Velthuis, Universidad de Castilla-La Mancha (Spain)

Andrei Tchernykh, Centro De Investigación Científica Y Educación Superior De Ensenada (México)

CONISOFT Steering Committee:

Guadalupe Ibargüengoitia, Universidad Nacional Autónoma de México (México)

Brenda Leticia Flores Rios, Universidad Autónoma de Baja California (México)

Omar Salvador Gomez Gomez, E.S. Politécnica de Chimborazo (Ecuador)

César Arturo Guerra Garcia, Universidad Autónoma de San Luis Potosí (México)

Carlos Mario Zapata Jaramillo, Universidad Nacional de Colombia (Colombia)

Carlos Alberto Fernández y Fernández, Universidad Tecnológica de la Mixteca (México)

Jorge Aguilar Cisneros, UPAEP (México)

Francisco Valdés Souto, Universidad Nacional Autónoma de México (México)

Samantha Paulina Jiménez Calleros, San Diego Global Knowledge University (USA)

Alan David Ramírez Noriega, Universidad Autónoma de Sinaloa (México)

Sodel Vázquez Reyes, Universidad Autónoma de Zacatecas (México)

Javier Ortiz Hernández, CENIDET (México)

Miguel Morales Sandoval, Cinvestav (México)

JIISIC Permanent Committee:

Silvia Teresita Acuña, Universidad Autónoma de Madrid (España)

José Antonio Pow-Sang, Pontificia Universidad Católica del Perú (Perú)

Raúl Antonio Aguilar Vera, Universidad Autónoma de Yucatán (México)

Mónica Villavicencio, Escuela Superior Politécnica del Litoral, ESPOL (Ecuador)

Omar S. Gómez G., Escuela Superior Politécnica de Chimborazo (Ecuador)

César Jesús Pardo Calvache, Cauca University (Colombia)

Reviewers Committee:

In this edition, the Reviewers Committee is integrated by highly qualified researchers in the area of Software Engineering and close related disciplines.

Please, see this link for more information about Reviewers Committee:

<http://conisoft.org/2022>

Important dates:

- **May 31, 2022:** Paper Submission
- **July 8, 2022:** Notification of acceptance
- **August 14, 2022:** Sending final version
- **August 21, 2022:** Early registration
- **October 24-28:** CONISOFT 2022 / JIISIC 2022

Venue:

CONISOFT 2022 is hosted by Universidad Tecnológica Bilingüe Internacional y Sustentable de Puebla Boulevard Audi sur S/N, Ciudad Modelo, San José Chiapa, Puebla, México. 75010

Contact information:

Reyes Juarez Ramírez (General Chair)

reyesjua@uabc.edu.mx

Universidad Autónoma de Baja California,
Facultad de Ciencias Químicas e Ingeniería,
Calzada Universidad 14418, Parque Industrial
Internacional Tijuana, Tijuana, B.C.
C.P. 22390, México. Tel.: +52 664 9797500, ext.
54335

César Jesús Pardo Calvache (Co-Chair)

cpardo@unicauca.edu.co

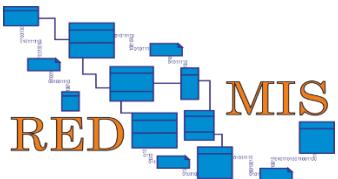
Computer Science and Engineering Program
University of Cauca, Colombia
Phone: (+572) 8209800 ext 2145

Jesús Alfonso Cruz Valencia (Co-Chair)

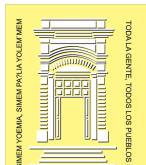
acruzz@utbispuebla.edu.mx

Boulevard Audi Sur S/N, Ciudad Modelo
San José Chiapa, Puebla, México. 75010
Tel.: +52 222-9654797

CONISOFT 2022 Sponsors



UACJ



uaim

