

Message from SCORE Chairs of ICSE 2018

The fifth edition of the Student Contest on Software Engineering (SCORE) is part of the 40th International Conference on Software Engineering (ICSE 2018). SCORE is a worldwide competition for undergraduate and master's level students in universities worldwide. It emphasizes the engineering aspects of software development, not limited to programming. The contest has been designed to fit well in the context of software engineering project courses. A professor or student team can choose from among several project proposals, each scoped appropriately for a team of undergraduate or master students to complete in an academic term or semester. In addition to an opportunity to compete with other student teams from around the world, participants receive valuable feedback from leading software engineering researchers from academia and industry, who evaluate each overall project. Student teams participating in the contest complete a full-lifecycle software project on a selected project topic chosen from a list of projects proposed and sponsored by program committee members. To take part in the competition, teams register and submit an initial project report; then qualifying teams submit full software products covering the whole software development process.

After a careful evaluation carried out by the SCORE Program Committee, a small number of finalist teams were invited to ICSE 2018 in Gothenburg, Sweden for final project presentation and evaluation, and receive their awards at the conference. Evaluation was based on the quality of all aspects of the software engineering process followed, as well as the resulting system. In order to accommodate a wide range of academic calendars, the SCORE 2018 Contest ran from May 2017 to January 2018. In this year SCORE attracted student teams from around the world. We built on the success of previous SCORE editions, greatly expanding the number and geographical distribution of student teams. A total of 12 projects were proposed by members of the PC. Between May and December 2017, 29 teams of students registered to enter SCORE after selecting a project topic from among the 12 diverse projects offered by the SCORE committee. Each team's goal was to undertake a full-fledged software engineering project that adhered to the chosen topic description and encompassed all aspects of the engineering process, including planning, requirements, design, implementation, and testing. Following the best software engineering practices, teams documented the process and its outcomes using formal and informal notations, configuration management tools, and process-specific techniques. They collected all artifacts and documentation, and each team produced a detailed project report. In January 2018, a total of 19 teams submitted a 20-page summary report, which gave a self-contained summary of their project development. Based on the summary reports, the SCORE Program Committee selected a number of semi-finalist teams to submit their complete project reports and artifacts. After evaluating the complete reports and artifacts of semi-finalist teams, the SCORE Program Committee selected a limited number of finalist teams to present their projects at ICSE. Finally, after presentations, the winning team was selected during the conference.

We would like to thank all members of the program committee and project sponsors. We also would like to thank all the student teams and all professors that used SCORE projects in their term and stimulated student participation in the contest. Finally, we thank ICSE organizing committee, for all the invaluable support to make this fifth edition of SCORE a great success.



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