



Call for Papers

1st Workshop on Continuous Software Engineering (CSE)

In conjunction with [Software Engineering 2016](#)

Vienna, February 23, 2016

IMPORTANT DATES

Submission deadline:
December 13, 2015

Notification of acceptance:
January 12, 2016

Camera-ready version:
January 23, 2016

Workshop date:
February 23, 2016

ORGANIZERS

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In order to develop and deliver high-quality products to their customers, software companies have to adopt state-of-the-art software development processes. To face this challenge, companies are applying innovative methods, approaches and techniques like agile methods, DevOps, Continuous Delivery, test automation, infrastructure as code or container-based virtualization.

These new approaches have a high impact on the specification, design, development, maintenance, operation and the evolution of software systems. Therefore, common software engineering activities, organizational forms and processes have to be questioned, adapted and extended to ensure continuous and unobstructed software development (Continuous Software Engineering). So far, there is a lack of systematic approaches to face these challenges.

The goal of this workshop is to present and discuss innovative solutions, ideas and experiences in the area of Continuous Software Engineering (CSE).

TOPICS OF INTEREST

The topics of interest include, but are not restricted to the following:

- DevOps & Release Engineering
- Approaches to Continuous Integration/Delivery/Deployment
- Infrastructure as Code
- Test Automation & Optimization
- Monitoring & Performance
- Security for DevOps
- Provisioning of Software & Infrastructure
- Application Virtualization with Container Engineering of Deployment Pipelines
- Quality & Metrics for DevOps
- Design for Scalability

- Organizational issues for CSE
- Continuous Delivery for Requirements Engineering/Early Prototyping
- Change Management - Handling user feedback
- Teaching CSE approaches
- Software Architectures for CSE
- Microservices
- Software Development Lifecycle for CSE

SUBMISSIONS

We solicit two types of submissions: *full papers* (up to 8 pages) and *short papers* (up to 4 pages). Full papers present original and evaluated research whereas short papers describe novel ideas, identified challenges, and especially experience reports related to the workshop's theme. We encourage you to submit a contribution, both from a research and an industry perspective. All submissions will be peer reviewed and judged on the basis of their clarity, relevance, and interest to the workshop participants.

Paper submissions must be in English and conform to the LNI format.

Papers are to be submitted electronically to the [CSE2016 EasyChair](#) paper submission system.

The workshop proceedings will be published at [CEUR-WS](#), which is indexed by [dblp](#), the world's most comprehensive open bibliographic data service in computer science.

Authors of accepted papers have to register for the workshop.