



Call for Papers

3rd Workshop on Continuous Software Engineering (CSE)

In conjunction with
SE | 18 SOFTWARE ENGINEERING
Ulm, March 6-9, 2018

IMPORTANT DATES

Abstract deadline:
December 7, 2017
Submission deadline:
December 14, 2017
Notification of acceptance:
January 14, 2018
Camera-ready version:
January 24, 2018
Workshop:
March 6, 2018

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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:

Processes & Workflows

- Change Management - Handling User Feedback
- Software Development Lifecycle for CSE
- Continuous Delivery for Requirements Engineering/Early Prototyping
- Lean Agile Processes & Practices

Technologies & Tools

- Infrastructure as Code
- Provisioning of Software & Infrastructure
- Engineering of Deployment Pipelines

Architecture

- Design for Scalability
- Software Architecture for CSE
- Model Driven Architecture for CSE

Quality & Testing

- Test Automation & Optimization
- Monitoring & Performance
- Security for DevOps
- Metrics for DevOps

Microservices & DevOps

- Pattern & Best-Practices
- Domain Specific Languages for Microservices
- Distributed Persistence
- Containerization

Culture & Business

- Teaching CSE Approaches
- Organizational Issues for CSE
- Digital Transformation & Innovation

SUBMISSIONS

We solicit three types of submissions: **full research** papers (up to **7 pages**), **short papers** (up to **4 pages**) and **industry papers** (up to **2 pages**). Full research papers present original unpublished research results whereas short papers describe novel ideas, identified challenges, and especially experience reports related to the workshop's theme. We invite active practitioners to introduce new perspectives from industry projects by submitting a concise industry paper of their intended talk.

We encourage you to submit a contribution, both from academia and industry. 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 **IEEE Dual Column format**.

Papers are to be submitted electronically to the **CSE2018 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.

supported by the GI working group Microservices & DevOps

<http://cse2018.swc-rwth.de>

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