ESEC/FSE 2015

The joint meeting of the European Software Engineering Conference and the ACM SIGSOFT Symposium on the Foundations of Software Engineering is an internationally renowned forum for researchers, practitioners, and educators to present and discuss the most recent innovations, trends, experiences, and challenges in the field of software engineering. Held bi-annually, ESEC/FSE brings together experts from academia and industry to exchange the latest research results and trends, as well as their practical application in all areas of software engineering.

In 2015, ESEC/FSE is held in Italy, Bergamo. The city, a few kilometers away from Milano provides a unique synthesis of cultural and artistic history and modern developments. We encourage contributions of various kinds, research papers, tutorials, workshops, industrial experiences, new ideas, tool demonstrations, and papers describing doctoral researches.

Important Dates (anywhere in the world):

Workshop Proposals submission: March 2, 2015
Research Paper submission: March 16, 2015
Tutorial submission: April 15, 2015
Doctoral Symposium submission: June 1, 2015
Industrial Track submission: June 1, 2015
New Ideas Track submission: June 7, 2015
Tool Demonstrations submission: June 7 2015
Replication Packages submission: June 7 2015

ACM SIGSOFT will make the conference proceedings in the ACM Digital Library fully open for download two weeks prior to the conference.

Research Track
We invite high-quality submissions describing original and unpublished results of theoretical, empirical, conceptual, and experimental software engineering research. We also welcome multi-disciplinary work at the interface between software engineering and other related topics, such as, but not restricted to, artificial intelligence, human computer interaction, programming languages, and systems engineering. Contributions should describe innovative and significant original research relevant to ESEC/FSE. Submissions of papers describing groundbreaking approaches to emerging problems will also be considered. Submissions that facilitate reproducibility by using available data sets or making the described tools publicly available are especially encouraged. Papers submitted for consideration should not have been published elsewhere and should not be under review or submitted for review elsewhere during the duration of consideration.

Submission Guidelines
All submissions must be prepared in ACM conference format and must not exceed 10 pages (including figures and appendices but NOT including references). That is, any pages after the tenth must contain only references. All submissions must be in English. Submissions that do not adhere to these guidelines or that violate formatting will be declined without review. Papers must be submitted electronically through the FSE submission site.

Each submission will be reviewed by at least two members of the Program Committee. Submissions will be evaluated on the basis of originality, importance of contribution, soundness, evaluation, quality of presentation and appropriate comparison to related work. The program committee as a whole will make final decisions about which submissions to accept for presentation at the conference.
Topics of interest
We are interested in submissions from both industry and academia on all topics related to software engineering. These include, but are not limited to:

- Components, services, and middleware
- Configuration management, deployment and operation
- Development environments and tools
- Distributed and outsourced development
- Distributed, mobile, and pervasive software
- Embedded and real-time software
- Empirical studies and Metrics
- End-user software engineering
- Human aspects of software engineering
- Integrated development & operation (DevOps)
- Maintenance and evolution
- Model-driven software engineering
- Patterns, frameworks, and product lines
- Parallel and concurrent software
- Program comprehension and visualization
- Requirements engineering
- Reverse- and re-engineering
- Software architecture
- Search based software engineering (SBSE)
- Software economics
- Software engineering for cloud computing
- Software project organization, e.g. agile approaches
- Validation, verification, and testing

Program Committee

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