

First Workshop on Web 2.0 for Software Engineering (Web2SE)

Social software is built around an "**architecture of participation**" where user data is aggregated as a side-effect of using Web 2.0 applications. Web 2.0 implies that processes and tools are **socially open**, and that content can be used in several different contexts. Web 2.0 tools and technologies support interactive information sharing, data interoperability and user centered design. For instance, **wikis, blogs, tags and feeds** help us organize, manage and categorize content in an **informal** and collaborative way. One goal of this workshop is to investigate how these technologies can improve **software development practices**. Some of these technologies have made their way into collaborative software development processes such as Agile and Scrum, and in **development platforms** such as Rational Team Concert which draw their **inspiration** from Web 2.0. These processes and environments are just scratching the surface of what can be done by incorporating Web 2.0 approaches and technologies into collaborative software development. This workshop aims to improve our understanding of how Web 2.0, manifested in technologies such as mashups or dashboards, can change the **culture** of collaborative software development.

Topics of interest:

- Current use of Web 2.0 **mechanisms** by software developers
- Role of Web 2.0 **technologies** in software development
- **Adaption** of Web 2.0 tools by software developers
- Software development as a "**socially open**" process
- Using Web 2.0 tools to support informal communication in **distributed** teams
- **Enhancements** of development environments with regard to Web 2.0
- **Tools** that bring Web 2.0 into software development
- **Mining** Web 2.0 data from software repositories
- **Informal** processes in software engineering supported by Web 2.0
- **Emergent** Web 2.0 work practices in software development

Workshop Goals:

- Summarize **state-of-the-art** research on the use of Web 2.0 technologies such as **wikis, facebook, blogs, and tags** in software development
- Explore how **Web 2.0 technologies** in software development could be further leveraged, in particular to support distributed and team-based development
- Investigate to which extent the "**socially open**" attitude of Web 2.0 applies to software development.
- Explore how Web 2.0 technologies can be incorporated into software engineering **processes and methods**

Workshop Format

This full-day workshop will consist of an **introduction** to the topic, presentations of accepted **papers and posters**, and **working sessions** on previously identified topics from the submissions. Throughout the workshop, participants will use **Web 2.0 technologies** such as wikis and twitter to collaboratively gather the findings from the workshops. The **findings** will be made available to all workshop participants.

Submission and Publication

Both **research papers** (max. 6 pages) and **poster papers** as well as **position papers** (max. 2 pages) will be accepted. The final version of the accepted papers will be published in the **ICSE Companion** and will also be made available during the workshop.

Papers must follow the ACM conference format and must not exceed the page limits mentioned above, including figures and references. All submissions must be in English. Papers must be submitted electronically, in PDF format, using the submission website.

Workshop Organizers

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Dates

Submissions:
January 27, 2010
Author notification:
February 17, 2010
Camera-ready copy:
March 3, 2010
Workshop:
May 4, 2010

All deadlines are strict and no extensions will be given.

Program Committee

Gina Venolia, Microsoft Research
Jean-Marie Favre, OneTree Technologies
Li-Te Cheng, IBM Watson Research Center
Thomas Zimmermann, Microsoft Research
Harald Gall, University of Zurich
Frank Maurer, University of Calgary
Markus Strohmaier, TU Graz
Andrew Begel, Microsoft Research
Uri Dekel, Carnegie Mellon University
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Jonathan Sillito, University of Calgary
Michele Lanza, University of Lugano

<http://sites.google.com/site/web2se/>

<http://twitter.com/web2se>

