EPIC'13 at ICSOB'13

4th Workshop on Leveraging Empirical Research Results for Software Business Success

http://epic2013workshop.weebly.com/

Call for Papers

Organizers:

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Motivation

Collective efforts by software companies, and individual software engineering practitioners, consultants and researchers have yielded a huge variety of solutions for improving software processes, products and services. While it is generally known that the suitability, effectiveness and economic viability of most of these solutions depend on the context where they are applied, only few empirical studies were done to uncover how the current process/product/service-focused approaches used in software businesses yield improvement outcomes that are aligned to the software business goals of these organizations. With few exceptions, little is known about the empirical evidence that can possibly confirm or disconfirm the claims of cost-effectiveness of different commercially viable approaches that solve particular process, product or service related problems. This workshop promotes the position that science should help software businesses by empirical research on which method, technique, or tool to apply best under which conditions and in which combination[1]. Additionally, also research methods can be applied in process improvement efforts, like interview techniques, case study execution rules and empirical evaluation approaches.

Goals and Themes

The primary goal of this workshop is to foster community and to debate the need for and the value of using empirical approaches to researching aspects of software processes, products and services that contribute to software business success. We bring together practitioners and researchers to come up with novel ideas about how software industry and software engineering science can profit more from each other by practicing empirical research approaches.

We invite for submissions about one of the three central **themes** as follows:

- How do science and software industry collaborate in a mutually beneficial way? What is the perceived value of empirical software engineering research, from practitioners' standpoint? What reporting formats do practitioners in software businesses prefer from academic researchers? How to sell research ideas and how to acquire software industry partners? How to close communication gaps between research and software industry?
- Approaches to caring out industry-relevant research and experiences in using these approaches, e.g. action research, explorative case studies, experiments, replication studies, validation and evaluation studies.
- Software-industry-relevant empirical studies as follows:
  - studies discussing lessons learnt in analyzing a problem and a solution in a specific software company (e.g., a study on improving the software process by introducing agile practices in a specific company or a study on reducing cost of software system operations by using cloud technologies),
  - studies that apply theories from other fields to explain a software business phenomenon (e.g. a study applying the Net Promoter Score theory from marketing to explain a specific software

[1] As discussed in: Tore Dybå, Barbara A. Kitchenham, Magne Jørgensen: Evidence-Based Software Engineering for Practitioners. IEEE Software, Vol. 22, No.1, pp.58-65, January 2005

business model; or a study applying social network theories to explain the collaboration patterns in open source software businesses).

- studies that present state-of-the-art practices in the software businesses (e.g. a country-specific survey on the industrial uptake of requirements engineering practices in companies).
- studies that present the impact of empirical research on software business practice (e.g. the impact on software architecture research on industry practice).

Submissions

EPIC 2013 invites experience reports and research papers. We encourage both practitioners and researchers to submit papers on their experiences from participating in projects that involved university-company collaborations. We accept experiences that include successful as well as unsuccessful projects. We welcome both **full papers** (max. 10 pages) and **position papers** (max. 6 pages). We also invite s**tudent session papers** (full papers or position papers): these papers will be work-in-progress as experienced by master students who work on their graduation projects at company sites. Such papers will be reviewed, but more ”helpfully” than “critically”, for the student session.

All submissions must use the Springer LNCS style. Please submit your contributions here:

https://www.easychair.org/conferences/?conf=icsobws2013

A best paper award will be bestowed on the best paper submitted.

Important Dates

18th March 2013	paper submission
22nd April 2013	author notification
10th May 2013	final papers submission

Publication of proceedings

Proceedings plans are with Springer upon meeting certain conditions.

As a minimum, all accepted paper will be published online with CEUR-WS. (For more information, please check: http://ceur-ws.org/)