8th International Conference on Software Engineering Research and Innovation

Instituto Tecnológico de Chetumal (Chetumal, Quintana Roo, Mexico)

Submission Deadline: May 22, 2020

If required, in this edition we will be allowing virtual presentations for international authors.

The 8th International Conference on Software Engineering Research and Innovation (CONISOFT 2020) will be held in Chetumal, Quintana Roo, Mexico on November 4-6, 2020. The aim of the conference is to bring together practitioners and researchers from academia, industry and government to advance the state of the art in Software Engineering, as well as generate synergy between academia and industry to define an agenda for collaboration to support and promote the development of the software industry in México and at the international level. Papers that combine theory and practice in Software Engineering are especially welcome.

http://conisoft.org/2020/

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Topics:

CONISOFT 2020 Topics: The topics for this edition are listed below, but are not limited to these:

1. Core themes:
- Requirements engineering.
- Systems modeling: languages, mechanisms of formalization.
- Architecture and software design.
- Models and quality systems.
- Process models.
- Software metrics.

2. Empirical Software Engineering:
- Empirical Methods.
- Statistical Methods and Measurement
- Simulation Methods.
- Missing Data in Software Engineering.
- Experimentation in Software Engineering.
- Human Factors in Software Engineering.

3. Formal methods:
- Theoretical basis for software engineering. Formal methods for software engineering.
- Experimental evaluation and validation.
- The split between industry practice and academic research.

4. Trends in Software Engineering:
- Construction of complex systems: recommendation systems.
- Software engineering for very small mobile software applications and context, and very large software ecosystems.
- Modeling and knowledge management.
- Support methodologies: agents-based methodologies, natural language processing, machine learning.
- Software Engineering for Cloud Computing,
- Big Data, Social Computing.

5. Interaction with other disciplines:
- User-centered design: human-computer interaction, usability engineering.
- Social Issues in software engineering: psychology, sociology.

Participation modalities (types of works):

•Track 1: **Scientific papers (**original research, basic and experimental).
•Track 2: **Teaching experiences.**
•Track 3: **Emerging works:** Papers describing works that are at an early stage of the investigation.
•Track 4: **Industry experience:** papers (situations experienced in the industry, success stories).

Paper length: Works of all the categories will be submitted as full papers, from 6 pages and up to 10 pages.
Papers must be original works, not have been published before, nor subjected simultaneously to other events.

Submitted papers will be evaluated by an international technical committee composed of renowned researchers and professionals, which can be consulted in the Web site of the conference.

Languages:

Papers will be presented in **English** or **Spanish**.

Paper publication:

(a) Accepted papers in English will be submitted for inclusion in IEEE Xplore and other indexing databases.

(b) Accepted papers in Spanish will be integrated and published in the indexed journal Abstraction & Applications.

(c) Based on the quality of the submissions, we are considering publishing best papers in a post-conference special issue in the Journal: **Programming and Computer Software***.

* *The post-conference publication could require an additional payment to the editorial. Authors will be required to provide expanded versions of their submissions, which will undergo an additional review process for inclusion in the special issue.*

Paper structure:

The characteristics of the types of works and their structure can be consulted in the Web site of the conference. To prepare your paper, please use the template from:

http://conisoft.org/2020/public/#final_version

Submission:
- Please submit a blinded version of your paper with no authors details.
- Be aware that papers must be consistent and remain in the language originally submitted (English or Spanish)

For paper submission please visit the link:
https://easychair.org/conferences/?conf=conisoft2020

Committees:

CONISOFT 2020 is promoted by the Mexican Thematic Network of Software Engineering (*Red Temática Mexicana de Ingeniería de Software*) integrated by the following universities:

- Universidad Autónoma de Baja California,
- Universidad Nacional Autónoma de México,
- Universidad Autonóma de San Luis Potosí,
- Universidad Autonóma de Yucatán,
- Universidad Veracruzana,
- Instituto Tecnológico de Hermosillo,
- Universidad Tecnológica de la Mixteca,
- Universidad Autónoma Metropolitana,
- Universidad Autónoma de Ciudad Juarez,
- Universidad Autónoma de Zacatecas,
- Universidad Popular Autónoma del Estado de Puebla.
- Universidad Autónoma de Sinaloa

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Co-chair: María de los Ángeles Navarrete Marneou (México)

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Samantha Paulina Jiménez Calleros, Universidad Autónoma de Baja California (México)
Alan David Ramírez Noriega, Universidad Autónoma de Sinaloa (México)

Technical Committee:
In this edition the Technical Committee is integrated by high qualified researchers in the area of Software Engineering and close related disciplines.
Please, see this link for more information about Technical Committee:
http://conisoft.org/2020/public/#committees

Important dates:
May 22, 2020: Paper Submission
July 10, 2020: Notification of acceptance
August 14, 2020: Sending final version
August 21, 2020: Registration (early)
November 4-6: CONISOFT 2020

Venue:
Instituto Tecnológico de Chetumal (Chetumal, Quintana Roo, Mexico)
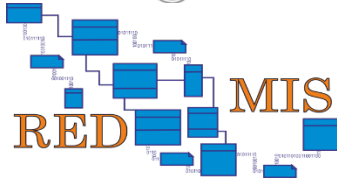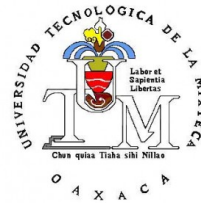
Chetumal city and the beautiful Bacalar
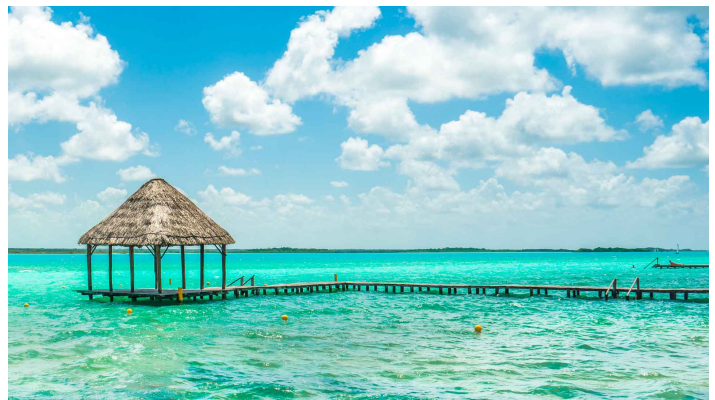
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