



9th International Conference on Software Engineering Research and Innovation

San Diego Global Knowledge University (San Diego, CA, USA)

IEEE Technical Sponsorship

Submission Deadline: June 27, 2021 ~~June 13~~

Regarding the COVID 19 pandemic, to safeguard the health of participants, CONISOFT 2021 entire conference will take place virtually.

The 9th. International Conference in Software Engineering Research and Innovation (CONISOFT 2021) will be held at San Diego Global Knowledge University, in San Diego, CA, USA, October 25-29, 2021. The purpose of the conference is to bring together practitioners and researchers from academy, industry, and government in order to advance the state of the art in Software Engineering, as well as generating synergy between academy and industry, defining a collaboration strategy to support and promote the development of the software industry in Mexico and worldwide. Papers that combine theory and practice are especially welcome.

<http://conisoft.org/2021/>

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Topics:

CONISOFT 2021 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.

6. Software Engineering Education (SEE)

Models and Techniques for SEE.
Teaching approaches for SEE.
Tools for SEE.
Strategies and instruments for assessment SEE.

7. Industry and government experiences.

Cases in industry and government
Study cases in industry and government

Participation modalities (types of works):

- Track 1: Scientific papers (original research, basic and experimental).
- Track 2: Work in progress. Papers in English describing works that are at an early stage of the investigation.

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 reviewers committee composed of renowned researchers and professionals, which can be consulted on 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. The papers accepted for presentation and discussion at the Conference are published by IEEE and will be submitted for indexing by IET INSPEC, EI (Compendex), Thomson ISI, Scopus and other indexing services. They will be also submitted to IEEE Xplore™ and the IEEE Computer Society (CSDL) digital libraries.

(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 the best papers in a post-conference special issue in the Journal: (to be defined)*.

* 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 on the Web site of the conference. To prepare your paper, please use the template from:

<http://conisoft.org/2021/>

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=conisoft2021>

Committees:

CONISOFT 2021 is promoted by the Mexican Thematic Network of Software Engineering (*Red Temática Mexicana de Ingeniería de Software*) integrated by the following universities:

Instituto Tecnológico de Hermosillo,
Universidad Autónoma de Baja California,
Universidad Autónoma de Ciudad Juárez,
Universidad Autónoma de San Luis Potosí,
Universidad Autónoma de Sinaloa,
Universidad Autónoma de Yucatán,
Universidad Autónoma de Zacatecas,
Universidad Autónoma Metropolitana,
Universidad Nacional Autónoma de México,
Universidad Popular Autónoma del Estado de Puebla,

Universidad Tecnológica de la Mixteca,
Universidad Veracruzana.

Please, see this link for more information about
Reviewers Committee:
<http://conisoft.org/2021>

General Chair: Reyes Juarez Ramirez (México).

Co-chair: Samantha P. Jiménez Calleros (San Diego
Global Knowledge University).

CONISOFT Standing Committee:

Hanna Oktaba, Universidad Nacional Autónoma de
México (México)
Reyes Juarez Ramirez, Universidad Autónoma de
Baja California (México)
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Supérieure-Université du Québec (Canada)
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Zacatecas (México)
Javier Ortiz Hernández, CENIDET (México)
Miguel Morales Sandoval, Cinvestav (México)

Reviewers Committee:

In this edition, the Reviewers Committee is
integrated by highly qualified researchers in the
area of Software Engineering and close related
disciplines.

Important dates:

- **June 27 ~~June 13~~, 2021:** Paper Submission
- **July 24 ~~July 9~~, 2021:** Notification of
acceptance
- **August 21 ~~August 14~~, 2021:** Sending final
version
- **August 21, 2021:** Early registration
- **October 25-29:** CONISOFT 2021

Venue:

**CONISOFT 2021 is hosted by San Diego Global
Knowledge University**
1095 K Street, Suite B, San Diego, CA 92101

Website: www.sdgku.edu

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