



9th International Conference on Software Engineering Research and Innovation

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

Submission Deadline: May 15, 2021

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/>

Technically Co-Sponsored by IEEE (To be confirmed)

Technically Co-Sponsored by IEEE Computer Society (To be confirmed)

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. Teaching experiences.

- Teaching approaches

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 technical 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 (to be confirmed) and other indexing databases.

(b) Accepted papers on track 1 in Spanish will be integrated and published in the indexed journal (to be defined)

(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 in 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.

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)
Alain Abran, École de Technologie Supérieure-Université du Québec (Canada)
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Alan David Ramírez Noriega, Universidad Autónoma de Sinaloa (México)
Sodel Vázquez Reyes, Universidad Autónoma de Zacatecas (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/2021>

Important dates:

- **May 15, 2021:** Paper Submission
- **July 9, 2021:** Notification of acceptance
- **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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