CONISOFT2024

12th International Conference on Software Engineering Research and Innovation

Universidad del Mar (Campus Puerto Escondido), Puerto Escondido, Oaxaca, Mexico.
October 28 to November 1, 2024.

<mark>Submission Deadline: ~~May 30~~ June 22, 2024</mark>

CONISOFT 2024 conference will be hybrid.

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The 12th International Conference on Software Engineering Research and Innovation (CONISOFT 2024) is set to take place at **Universidad del Mar (Campus Puerto Escondido) in Puerto Escondido, Oaxaca, Mexico, from October 28 to November 1, 2024**. This event aims to unite practitioners and researchers from academia, industry, and government to advance the state of the art in software engineering. Furthermore, it strives to foster synergy between academia and industry by defining a collaborative strategy to support and promote the growth of the software industry in Mexico and across the globe. Submissions that effectively integrate theoretical and practical aspects are particularly encouraged.

https://conisoft.org

Technically Co-Sponsored by IEEE (To be confirmed)

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

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, and machine learning.
- Software Engineering for Cloud Computing, Big Data, Social Computing.
- Quantum Computing and Software Engineering.

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5. Interaction with other disciplines closely related to Software Engineering:
- 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 in English
- Original research, basic and experimental - finished or in progress.

Track 2: Scientific papers in Spanish
- Original research, basic and experimental - finished or in progress.

Paper length
- Finished scientific papers (English or Spanish) will be submitted as **full papers**, ranging from 8 pages to 10 pages.
- Works in progress will be submitted as **short papers** (English or Spanish), ranging from 6 pages to 8 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:
The CONISOFT will accept articles in English and Spanish.

Paper publication:

(a) Accepted papers for CONISOFT in **English** (Track 1) will be submitted for inclusion in IEEE Xplore and the IEEE Computer Society (CSDL) digital libraries. **The papers accepted for presentation and discussion at the CONISOFT conference are published in the proceedings by IEEE and will be submitted for indexing by IET INSPEC, EI (Compendex), Thomson ISI, Scopus, and other indexing services.**

Based on the quality of the submissions, we are considering publishing **extended versions** of the best quality papers (in English) in a post-conference special issue in the Journal (with a second-round reviewing): **Programming and Computer Software**, © Springer. IF 0.936, Q4 (Scopus: Q3).

* 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.

(b) Accepted papers in **Spanish** will be published in a set of journals with Ibero-American indexes (some articles may be required to be translated into English as required by some journals). (to be defined).

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:
https://conisoft.org

Submission:
> Please submit an anonymized version of your paper without any authors' details. Kindly note that papers must remain consistent with the language originally submitted (English or Spanish).

For paper submission please visit the link:

Conisoft Track 1 and Track 2:
https://cmt3.research.microsoft.com/CONISOFT2024

Committees:

CONISOFT 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 Autónoma de San Luis Potosí
    Universidad Autónoma de Yucatán
    Universidad Autónoma de Zacatecas
    Universidad Tecnológica de la Mixteca
    Universidad Popular Autónoma del Estado de Puebla
    Universidad Veracruzana
    Universidad Autónoma de Sinaloa
    Universidad Autónoma Metropolitana
    Universidad Autónoma de Ciudad Juárez
    Instituto Tecnológico de Hermosillo
    Centro Nacional de Investigación y Desarrollo Tecnológico (CENIDET)
    Instituto Tecnológico y de Estudios Superiores de Monterrey (ITESM), Monterrey
    CINVESTAV, Tamaulipas
    Universidad Politécnica de Tapachula
    Instituto Tecnológico de Sonora
    Instituto Tecnológico de Tijuana
    Instituto Tecnológico de León

General Chair: Reyes Juarez Ramirez (México).

Co-chair: María Alejandra Menéndez, Carlos A. Fernández y Fernández

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Reviewers Committee:
In this edition, the Reviewers Committee is integrated by highly qualified researchers in the area of Software Engineering and closely related disciplines.
Please, see this link for more information about the Reviewers Committee:
https://conisoft.org

Important dates:
- ~~May 30~~ June 15, 2024: Paper Submission
- July 22, 2024: Notification of acceptance
- August 17, 2024: Sending final version
- August 21, 2024: Early registration
- October 28 to November 1, 2024: CONISOFT 2024

Venue:
CONISOFT 2024 is hosted by **Universidad del Mar** (Campus Puerto Escondido) in Puerto Escondido, Oaxaca, Mexico.

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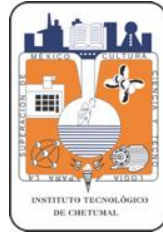Oax., México C.P. 69004

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