

CONIS²23

11th International Conference on Software Engineering Research and Innovation

División de Ciencias e Ingeniería, Universidad de Guanajuato.
León, Guanajuato, México.
November 6-10, 2023.

Submission Deadline: June 15, 2023 ~~May 15, 2023~~

Regarding the COVID 19 pandemic, to safeguard the health of participants, CONIS²23 conference will be hybrid.

CONIS²23

The 11th International Conference on Software Engineering Research and Innovation (CONIS²23) is set to take place at **Universidad de Guanajuato in León, Guanajuato, Mexico, from November 6-10, 2023**. 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/2023/>

Technically Co-Sponsored by IEEE



Technically Co-Sponsored by IEEE Computer Society



Topics:

CONIS²23 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.

CONISOF2023

- Quantum Computing and Software Engineering.

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** (original research, basic and experimental).

<https://cmt3.research.microsoft.com/CONISOFT2023>

• **Track 2: Work in progress.** Papers describing works that are at an early stage of the investigation.

<https://cmt3.research.microsoft.com/CONISOFT2023>

Paper length: (a) Scientific papers (Track 1) will be submitted as **full papers**, from 8 pages and up to 10 pages; and (b) works in progress (Track 2) will be submitted as **short papers**, from 6 pages and up to 8.

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 and Track 2) 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/2023/>

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:

Conisoft Track 1 and Track 2:

<https://cmt3.research.microsoft.com/CONISOFT2023>

Committees:

CONISOFT2023

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: Dr. Teodoro Córdova Fraga; Dr. Rafael Guzmán Cabrera.

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)
Mario Piattini Velthuis, Universidad de Castilla-La Mancha (Spain)
Andrei Tchernykh, Centro De Investigación Científica Y Educación Superior De Ensenada (México)

CONISOFT Steering Committee:

Guadalupe Ibargüengoitia, Universidad Nacional Autónoma de México (México)
Brenda Leticia Flores Rios, Universidad Autónoma de Baja California (México)
Omar Salvador Gomez Gomez, E.S. Politécnica de Chimborazo (Ecuador)

César Arturo Guerra Garcia, Universidad Autónoma de San Luis Potosí (México)
Carlos Mario Zapata Jaramillo, Universidad Nacional de Colombia (Colombia)
Carlos Alberto Fernández y Fernández, Universidad Tecnológica de la Mixteca (México)
Jorge Aguilar Cisneros, UPAEP (México)
Francisco Valdés Souto, Universidad Nacional Autónoma de México (México)
Samantha Paulina Jiménez Calleros, San Diego Global Knowledge University (USA)
Alan David Ramírez Noriega, Universidad Autónoma de Sinaloa (México)
Sodel Vázquez Reyes, Universidad Autónoma de Zacatecas (México)
Javier Ortiz Hernández, CENIDET (México)
Miguel Morales Sandoval, Cinvestav (México)
Héctor Pérez González, Universidad Autónoma de San Luis Potosí (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.

Please, see this link for more information about Reviewers Committee:

<https://conisoft.org/2023/>

Important dates:

- **June 15, 2023** ~~May 15, 2023~~: Paper Submission
- **July 10, 2023**: Notification of acceptance
- **August 17, 2023**: Sending final version
- **August 21, 2023**: Early registration
- **November 6-10**: CONISOFT 2023

Venue:

CONISOFT 2023 is hosted by Universidad de Guanajuato, División de Ciencias e Ingeniería, León, Guanajuato, México.

Contact information:

Reyes Juarez Ramirez (General Chair)
reyesjua@uabc.edu.mx
Universidad Autónoma de Baja California,
Facultad de Ciencias Químicas e Ingeniería,
Calzada Universidad 14418, Parque Industrial
Internacional Tijuana, Tijuana, B.C.
C.P. 22390, México. Tel.: +52 664 9797500, ext.
54335

CONISOF2023

Dr. Teodoro Córdova Fraga (Co-Chair)

theo@fisica.ugto.mx

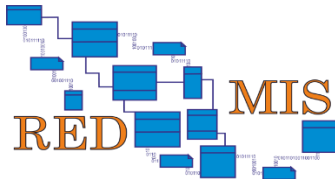
División de Ciencias e Ingeniería, Universidad de Guanajuato, León, Guanajuato, México.

Lomas del Bosque #103, Lomas del Campestre, 37150 León, Gto.

<http://www.ifug.ugto.mx/>

Phone: (+52) 477 7885100 ext 8454

CONISOF 2023 Sponsors



CONISOF2023

