

# CONISOFT2025

## 13<sup>th</sup> International Conference on Software Engineering Research and Innovation

Universidad Autónoma de Baja California Sur La Paz, BCS.,  
Mexico.

October 27 to October 31, 2025.

**Submission Deadline: May 16, 2025**

*CONISOFT 2025 conference will be hybrid.*

### CONISOFT

The 13th International Conference on Software Engineering Research and Innovation (CONISOFT 2025) is set to take place at Universidad Autónoma de Baja California Sur La Paz, BCS., Mexico, from **October 27 to October 31, 2025**. 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)

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(To be confirmed)

### Topics:

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

#### 1. Core Themes in Software Engineering

- Requirements Engineering
- Systems Modeling
- 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
- Industry-Academia Collaboration

#### 4. Trends in Software Engineering

- AI-Driven Software Development
- Sustainable Software Engineering
- Software Engineering for Emerging Technologies
- Construction of Complex Systems
- Modeling and Knowledge Management
- Support Methodologies



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- Software Engineering for Cloud Computing, Big Data, and Social Computing

## 5. Interaction with Other Disciplines

- User-Centered Design
- Social Issues in Software Engineering

## 6. Software Engineering Education (SEE)

- Models and Techniques for SEE
- Teaching Approaches for SEE
- Tools for SEE
- Strategies and Instruments for Assessment in SEE
- Workforce Development

## 7. Industry and Government Experiences

- Case Studies in Industry and Government
- Study Cases in Industry and Government

## 8. Dependability, Security, and Privacy

- Dependability and Security
- Privacy and Fairness
- Software Security, Privacy, and Cybersecurity

## 9. Testing, Analysis, and Maintenance

- Software Testing
- Program Analysis and Synthesis
- Debugging and Fault Localization
- Software Maintenance, Evolution, and Legacy Systems

## 10. Software Engineering for AI

- SE for AI Models
- SE for Systems with AI Components
- SE for AI Code, Libraries, and Datasets
- Testing and Verification of AI-Based Systems
- Automated Repair of AI Models

- 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, who can be consulted on the conference website.

## 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:

## Author Guidelines

**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



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The characteristics of the types of work and their structure can be consulted on the conference website. To prepare your paper, please use the **template** from:

<https://conisoft.org>

## Submission Guidelines

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).

### Where to submit:

For paper submission please visit the link for the Conisoft Track 1 and Track 2:

<https://cmt3.research.microsoft.com/CONISOFT2025> (To be confirmed)

### How to submit:

- **Track 1: Scientific papers in English**
- **Track 2: Scientific papers in Spanish**

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Reyes Juárez Ramírez, Universidad Autónoma de Baja California (México)

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Universidad Autónoma de Yucatán  
Universidad Autónoma de Zacatecas  
Universidad Tecnológica de la Mixteca  
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## Important dates

- **May 16, 2025: Paper Submission**
- **July 05, 2025: Notification of acceptance**
- **August 17, 2025: Sending final version**
- **August 21, 2025: Early registration**
- **October 27-31, 2025: CONISOFT 2025**

## Technical Program Chair:

César Arturo Guerra García, Universidad Autónoma  
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## Venue

CONISOFT 2025 is hosted by Universidad Autónoma  
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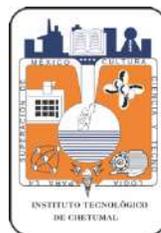
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Software Engineering and closely related disciplines.  
Please, see this link for more information about the  
Reviewers Committee:



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