

# CONIS<sup>2</sup>FT2026

## 14th International Conference on Software Engineering Research and Innovation

Universidad Autónoma de Zacatecas, Zacatecas, Mexico.  
October 27 to October 30, 2026.

**Submission Deadline: May 15, 2026**

*CONISFT 2026 conference will be hybrid.*

### CONISFT

The 14th International Conference on Software Engineering Research and Innovation (CONISFT 2026) is set to take place at Universidad Autónoma de Zacatecas, Zacatecas, Mexico, from October 27 to October 30, 2026. 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/2026/>

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. Foundations of Software Systems: From Requirements to Architecture

- How requirements fail in real projects
- Architecture decisions that scale (or break systems)
- Design trade-offs in modern software

#### 2. Evidence-Based Software Engineering

- Experiments with developers and users
- What data really tells us about software quality
- Measuring productivity, usability, and defects

#### 3. Formal Methods and Software Correctness in Practice

- When formal methods are worth the cost
- Safety-critical systems (health, automotive, AI)
- Bridging theory and real-world validation

#### 4. Future-Driven Software Engineering

- AI-assisted development
- Sustainable and green software
- Software for emerging technologies (IoT, XR, robotics)

#### 5. Human-Centered and Socially Responsible Software

- User-centered design in real systems
- Ethics, inclusion, and social impact
- Software for diverse and underrepresented users

#### 6. Learning Software Engineering: Tools, Skills, and Workforce Readiness

- How students actually learn SE
- Tools that improve learning and assessment
- Industry-ready skills and competencies

#### 7. Real-World Software Engineering: Industry and



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## Government Cases

- What went wrong (and how it was fixed)
- Lessons learned from large-scale systems
- Collaboration between academia and industry

## 8. Secure, Fair, and Dependable Software Systems

- Security failures and real attacks
- Privacy, ethics, and fairness
- Secure-by-design approaches

## 9. Keeping Software Alive: Testing, Debugging, and Evolution

- Automated testing in practice
- Debugging complex systems
- Legacy systems and technical debt

## 10. Engineering Reliable AI Systems

- Testing AI-based systems
- Data, models, and pipelines
- Repair, validation, and trust in AI

## 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

- 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 have they been submitted 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 (**To be confirmed**). 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. (**To be confirmed**)

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 work and their structure can be found on the conference website. To prepare your paper, please use the template from:

<https://conisoft.org/2026/>

## Submission Guidelines

Please submit an **anonymized version of your paper** without any authors' details.



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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/CONISOFT2026>

## How to submit:

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

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CONISOFT 2026 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  
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## Reviewers Committee:

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

<https://conisoft.org/2026/#committees>

## Important dates

- **May 15, 2026: Paper Submission**
- **July 05, 2026: Notification of acceptance**
- **August 17, 2026: Sending final version**
- **August 21, 2026: Early registration**
- **October 27-31, 2026: CONISOFT 2025**

## Venue

CONISOFT 2026 is hosted by **Universidad Autónoma de Zacatecas**. Carretera Zacatecas-Guadalajara km 6, La Escondida, Campus Siglo XXI, C.P. 98160. Zacatecas, Zac.

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