



Adam Smok (CC BY-SA 2.0)

## Organisation

- Matthias Tichy, University of Gothenburg (Sweden)
- Jan Bosch, Chalmers University of Technology (Sweden)
- Michael Goedicke, University of Duisburg-Essen (Germany)
- Brian Fitzgerald, Lero & University of Limerick, Ireland

## Program Committee

- John Grundy, Swinburne University of Technology, Australia
- Volker Gruhn, University of Duisburg-Essen, Germany
- Naji Habra, University of Namur, Belgium
- Bob Hall, AT&T Research, USA
- Willi Hasselbring, University of Kiel, Germany
- Helena Holmström Olsson, Malmö University, Sweden
- Regina Hebig, Sorbonne Universités, UPMC, Paris 06, France
- Casper Lassenius, Aalto University, Finland
- Tommi Mikkonen, University of Tampere, Finland
- Jürgen Münch, University of Helsinki, Finland
- Klaas-Jan Stol, University of Limerick, Ireland
- Stefan Wagner, University of Stuttgart, Germany
- Hans van Vliet, Vrije Universiteit Amsterdam, Netherlands

## Important Dates

- Abstract Submission: **Jan 16, 2015**
- Paper Submission: **Jan 23, 2015**
- Notification: Feb 18, 2015
- Camera ready: Feb 27, 2015
- Workshop: May 23, 2015

In cooperation with the DFG priority program  
1593 "Design for Future – Managed Software  
Evolution"

Design For  
**FUTURE**

## Aims and Scope

Today, software development is conducted in increasingly turbulent business environments. Typically, fast-changing and unpredictable markets, complex and changing customer requirements, pressures of shorter time-to-market, and rapidly advancing information technologies are characteristics found in most software development projects. To address this situation, agile practices advocate flexibility, efficiency and speed. While many software development companies have indeed succeeded in adopting agile practices in parts of their organisation, the focus for many organisations is predominantly at the team level. The other functions in the organisation, including customer relations, product management, R&D management and software release, in many companies still work in traditional slow cycles, measured in months and years.

Continuous software engineering refers to the organisational capability to develop, release and learn from software in rapid parallel cycles, typically hours, days or very small numbers of weeks. This includes determining new functionality to build, prioritising the most important functionality, evolving and refactoring the architecture, developing the functionality, validating it, releasing it to customers and collecting experimental feedback from the customers to inform the next cycle of development.

Reaching this goal requires crosscutting research which spans from the area of process and organisational aspects in software engineering to the individual phases of the software engineering lifecycle and finally to live experimentation to evaluate different system alternatives by users feedback. Consequently, the workshop aims to bring the research communities of the aforementioned areas together to exchange challenges, ideas, and solutions to bring software engineering a step further to being a holistic continuous process.

RCoSE 2015 is co-located with ICSE 2015, the International Conference on Software Engineering (see <http://2015.icse-conferences.org>), in Florence, Italy. RCoSE will be a highly interactive workshop with a strong emphasis on discussions.

## Topics of Interest

As a summary, topics relevant to the scope of the workshop include rapid continuous software engineering as described above and specifically the following:

- agile practices
- relations between agile practices and the specific development phases, e.g., requirements engineering, architectural design, programming languages, validation and verification
- organisational aspects of agile processes
- tools supporting continuous software engineering
- application / system monitoring
- live and automatic experimentation and quick feedback of experimental results
- usability / human computer interaction
- software evolution
- software maintenance

## Paper Submission Details

We are soliciting full research papers (up to 7 pages) and position papers (up to 4 pages). Full research papers present original and evaluated research whereas position papers describe novel ideas, identified challenges, or experiences related to the workshop's theme. The paper has to follow ICSE 2015 formatting and submission instructions:

<http://2015.icse-conferences.org/submission-guidelines>  
Please submit your abstract and paper using the EasyChair page for the workshop:  
<https://www.easychair.org/conferences/?conf=rcose2015>

## Special issue

The authors of the best papers of the workshop will be invited to submit a revised and extended version of their paper to a special issue in the Journal of Systems and Software subject to further review.

## Further Information

Email: [rcose2015@easychair.org](mailto:rcose2015@easychair.org)  
Home page: <http://continuous-se.org/15>