

software process simulation modeling

ProSim'03

workshop

INTERNATIONAL WORKSHOP ON SOFTWARE PROCESS SIMULATION AND MODELING

MAY 3-4 2003

**PORTLAND STATE UNIVERSITY
PORTLAND, OR USA**

CALL FOR PAPERS

Co Located with International Conference on Software Engineering (ICSE)

[http://www.prosim.pdx.edu/prosim2003/
index.htm](http://www.prosim.pdx.edu/prosim2003/index.htm)

Sponsored by: Portland State University
International Software Process Association (ISPA)



You are invited to participate in the International Workshop on Software Process Simulation and Modeling (ProSim 2003). This year, we are pleased to announce that the workshop will be co-located with the International Conference on Software Engineering (ICSE 2003).

The ProSim 2003 workshop will be held at Portland State University, Oregon, May 3-4, 2003. We anticipate a true workshop atmosphere where participants will be able to discuss topics and ideas in depth. As in previous years, papers from ProSim 2003 will be considered for inclusion in a special issue of a renowned international journal.

The rest of the call for papers presents the motivation and goals for ProSim 2003 as well as provides instructions for authors interested in submitting papers to the workshop. We invite you to see the web site for additional details and research presented at previous workshops.

Motivation and Goals for ProSim 2003

Today, the software industry faces greater challenges than ever before. Customers are demanding more complex, fully functioned software that is easier to use. At the same time, customers want this software to be delivered more quickly and with higher levels of quality. These demands are set in a dynamic project environment of frequently changing technologies, short-staffed projects and globally distributed development teams. At the same time, competition at home and abroad is forcing companies that develop software to cut cost significantly in order to compete.

Amid these pressures, new software development lifecycle process alternatives have emerged from agile methods such as extreme programming to well-planned product line development. Open source software development is ramping up. At the same time, many projects are being contracted out, either in whole or in part, and the software may be developed in multiple locations around the world resulting in a greater need for good communication and co-ordination. Security also is an issue that is getting increased attention.

The goal of the workshop is to bring together academics and practitioners interested in the area of software process modeling and simulation as well as important industrial issues related to cost estimation and business process design. ProSim 2003 will continue the tradition set in previous workshops as being an international forum for presenting current research themes and applications, and discussing various approaches to discover underlying similarities at both the applied and theoretical levels.

Papers from past workshops have been published in special issues of the Journal of Systems and Software (see Vol. 47, No. 9, 2000 and Vol 59, No 3, 2001) as well as the international journal of Software Process: Improvement and Practice (see 5:2/3, June/September, 2000). Following this tradition, revised and enhanced ProSim 2003 papers will be considered for inclusion in a renowned international journal.

Workshop Theme and Topics of Interest

The focus of this workshop is on both the application of software process simulation research in addressing real-world problems, as well as advances being made which will provide the foundation for Software Process and Software Process Simulation Modeling in the future.

We invite position papers, research papers, and experience reports in all areas related to software process modeling and simulation, and using all applicable techniques and representations (including discrete event, System Dynamics, knowledge-based systems, State-based modeling, petri-nets, and other approaches. Preference will be given to efforts that facilitate, or results that demonstrate, both modeling and simulation. An initial set of topics have been identified and include (but are not limited to) the following:

- Processes or models dealing with globally distributed development of internal as well as contracted development teams
- Processes or models dealing with emerging problem areas like open source development, security process issues, agile methods, value-based software engineering or Web services
- Advances in software process simulation modeling representations and methods
- Applications of software process modeling and simulation approaches in industry, for example to improve business processes and/or to support financial and business case analyses
- Use of software process modeling and simulation in promoting understanding and knowledge of software and business processes
- Practical benefits of modeling and simulation
- Generalized and adaptable process simulation models
- Feasibility of validating standard "plug and play" process model components, patterns or archetypes
- Approaches/environments for supporting the integration of process representation, guidance, simulation, and execution capabilities for models of software processes

Information for Authors

Authors are requested to submit a 2-3 page extended abstract to the workshop. Abstracts will be reviewed and authors of accepted work will have a choice to provide either a full paper (8-10 pages, approximately 5,000 words) or a position paper (4-5 pages, approximately 2,500 words) to the workshop. After the conference, revised papers will be reviewed by a panel of researchers and practitioners to select papers for inclusion in a special issue of a renowned international journal.

Deadlines:

January 24, 2003	2-3 page (1,000 to 1,500 words) extended abstracts are due
January 31, 2003	Notification of acceptance for the workshop
March 17, 2003	Final camera ready versions of full papers (8-10 pages) and position papers (4-5 pages) are due; preferred format: IEEE proceedings format.
May 4, 2003	Invitation to develop a journal paper (based on discussion and feedback during the workshop)
July 10, 2003	Journal submissions are due
September 1, 2003	Notification of acceptance for the journal (with review comments)
October 16, 2003	Revised camera ready versions for inclusion in the journal are due

Please send extended abstracts via email (in PDF or MS Word readable attachment) by January 24, 2003 to:

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