

International Workshop on Distributed Software Development (DiSD 2005)

CALL FOR PAPERS

This workshop is a **merge** of two major workshops in the area of distributed software engineering: the GSD (Global Software Development) and CSSE (Computer Support for distributed Software Engineering), organized at ICSE and other Software Engineering conferences in the past 5 years.

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Workshop Theme

Software development in geographically distributed settings (DSD) is increasingly becoming common practice in the software industry. More and more software companies use computer-supported cooperative tools to overcome the geographical distance and benefit from access to a qualified resource pool and a reduction in development costs. However, the increased globalization of software development creates software engineering challenges due to the impact of temporal, geographical and cultural differences, and requires development of techniques and technologies to address these issues.

The processes of communication, coordination, and collaboration are key enablers of software development processes. In particular, one set of development activities directly affected by challenges in communication is Requirements Engineering (RE) activities that pervade the entire development life-cycle. Industrial case studies reveal the significant impact that distance has on the management of requirements and how well-known problems of RE are exacerbated in DSD. The majority of distributed projects are characterized by distributed customer-developer relationships, be they inter-organizational projects or projects internal to multinational organizations. Failure to achieve a common understanding of system features, reduced trust and the inability to effectively resolve conflicts result in budget and schedule overruns and, ultimately, in damaged client-supplier relationships. Further, the developer team itself is often geographically distributed and experiences significant problems in requirements management and related activities such as testing and project management (e.g. project planning, progress tracking).

The goal of this workshop is to provide an opportunity for researchers and industry practitioners to explore both the state-of-the-art and the state-of-the-practice in DSD. In particular, we intend to explore the specific challenges experienced by DSD projects in conducting effective Requirements Engineering. Topics of interest include, but are not limited to:

- Case studies describing experiences of challenges of DSD and RE in DSD in particular
- Theories of communication, coordination, collaboration and knowledge management in DSD
- The multifaceted nature of challenges in requirements management in DSD
- Collaboration infrastructure to support DSD teams and requirements management activities in particular
- Requirements Engineering processes and tools specifically targeted for DSD projects.
- Teaching Distributed Software Development

Workshop paper format and Evaluation:

We are inviting both technical papers as well as position papers. We expect that technical papers describe research finished and empirically evaluated or in progress, while the position papers will describe research problems or ideas. We specifically invite industry practitioners to present challenges as well as case studies that illustrate successful strategies or failures of RE in DSD.

The submissions will be evaluated through a review process that considers each paper based on its potential to foster fruitful discussions at the workshop, while advancing the knowledge about DSD and specifically, the topics included above.

Program Committee (TBC)**Important Dates**

Deadline for paper submission	30 May 2005
Decision to paper authors	8 July 2005
Camera Ready version of accepted papers due	21 July 2005
Workshop date	29 -30 August 2005