The 8th Workshop on

Service oriented Enterprise Architecture for Enterprise Engineering

For engineering service-oriented enterprises in the era of cloud computing
could EA notations be a lingua franca?

SoEA4EE'2016

September 5 or 6, 2016, Vienna, Austria

http://www.soea4ee.org/

Goal and Objectives

The goal of the workshop is to develop concepts and methods to assist the engineering and the management of service-oriented enterprise architectures (SoEA) and the software systems supporting them.

Topics for Discussion

During the workshop we will discuss the following topics:

1. Alignment of the enterprise requirements with the SoEA
    - Which interdependencies exist between services and business strategy?
    - Which concepts and methods are necessary to align services with the business strategy?
    - Which new potentials to reengineer business processes are created by services?
    - How are non-functional requirements derived from enterprise goals and strategy?
    - How are services aligned with non-functional requirements?
    - How are services aligned with compliance requirements?

2. SoEA and influence of social and big data in Enterprise Engineering
    - How does SoEA have to change in order to comply with the new possibilities of Big Data (volume, variety, velocity, veracity)?
    - What are the information flows of Big Data integrated into Enterprise Architecture?
    - How does social production influence SoEA? How can the creation of weak ties be supported in SoEA?
    - How to support collective decision processes in SoEA?
    - How does SoEA interrelate with cloud computing? How are Enterprise Architectures designed using cloud-services?
    - How differ cloud-services from other kinds of services?
    - How are Enterprise Architectures designed using cloud-environments?

3. Compliance of SoEA with cloud-based enterprise resources
    - Which resources are relevant for SoEA?
    - How are services mapped to cloud-based enterprise resources?
    - Which approaches exist to map services to resources?
    - Which information system architectures are adequate for services?
    - How can non-functional requirements be mapped to capacity planning of cloud-based resources?

4. Design of SoEA
    - How are business, software, platform and infrastructure services defined?
    - How are business services assigned to business processes?
    - Which phases do the lifecycle of business, software, platform and infrastructure services contain?
    - How can the fulfilment of non-functional requirements be monitored?
    - Which benchmarks and key performance indicators should be applied to services?
    - Which approaches exist for the continual improvement of services?

5. Management of SoEA
    - Are the compliance and governance requirements enforced using SoEA?
    - How do meta-services differentiate for business, software, platform and infrastructure services?
    - How are appropriate meta-services designed?
    - How are service (value) nets -consisting of business, software, platform and infrastructure services- created?
    - Which meta-services are necessary for cloud-environments?

6. Digital enterprises
    - How does digitization affect enterprise architecture and enterprise engineering?
    - Which architectural patterns are necessary to support digital enterprises?
    - How does the support of digitized products impact the design of enterprise architectures?
    - What changes are necessary to support the transformation of physical products to services?

Submission

Full papers (8-10 pages in the IEEE-CS format) describing mature results are sought. In addition, short/position papers (4-6 pages in the IEEE-CS format) may be submitted to facilitate discussion of recent research results and ongoing projects. Industry experience reports provide new insights gained in case studies or when applying service-oriented EA for enterprise engineering are also welcome. The paper selection will be based upon the relevance of a paper to the main topics, as well as upon its quality and potential to generate relevant discussion. All contributions will be peer reviewed based on the complete version, being full or short.

Please note that all submissions should be made in PDF format and comply with the [IEEE Computer Society Conference Proceedings Format Guidelines](http://www.ieee.org/conferences_events/conferences/publishing/templates.html). The proceedings will be published by the IEEE Computer Society Press and be made accessible through IEEE Xplore and the IEEE Computer Society Digital Library.

Please submit your paper to Easychair at https://easychair.org/conferences/?conf=soea4ee2016.

At least one author of each accepted workshop paper will have to register for the whole EDOC 2016 conference and attend the workshop to present the paper. Analogously to previous years, there will be no workshop-only registration at EDOC 2016. If a paper is not presented in the workshop, it will be removed from the workshop proceedings published in the IEEE Xplore digital library.

The SoEA4EE workshop has been a full day workshop in conjunction with EDOC'09 in New Zealand, with EDOC'10 in Brasil, EDOC'11 in Finland, EDOC 2012 in China, EDOC'2013 in Canada, EDOC'2014 in Germany and EDOC'2015 in Australia. The programs of the previous editions can be found from the portal www.soea4ee.org

Expected results

All papers will be published in the workshop wiki (www.soea4ee.org) before the workshop, so that everybody can learn about the problems that are important for other participants. The workshop will consist of long and short paper presentations, brainstorming sessions and discussions. Workshop papers will be published in a second volume of the EDOC 2016 conference proceedings.

Important dates

Workshop paper submission deadline: **April 15th, 2016**
Workshop paper notification: **June 13th, 2016**
Workshop paper camera-ready due: **July 1st, 2016**

Organisers

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For information about the venue and other organisation aspects, please visit :

http://edoc2016.univie.ac.at/

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