

**In conjunction with EDOC 2017**  
**The 9<sup>th</sup> 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'2017**

**October 10, 2017, Québec City, Canada**

<http://www.soea4ee.org/>

Enterprise Engineering (EE) is the application of engineering principles to the design of Enterprise Architectures. It enables deriving the Enterprise Architecture from the enterprise goals and strategy and aligning it with the enterprise resources. Enterprise architecture is used to map the enterprise goal and strategy to the enterprise's resources (actors, assets, IT supports) and to support the evolution of this mapping. It also provides documentation on the assignment of enterprise resources to the enterprise goals and strategy. There are different paradigms for creating enterprise architecture. The most important is to encapsulate the functionalities of IT resources as services. By this means, it is possible to clearly describe the contributions of IT both in terms of functionality and quality and to define a service-oriented enterprise architecture (SoEA).

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 goals and strategy with the SoEA
  - Interdependencies between services and business goals
  - Concepts and methods to align services with the business strategy
  - New potentials and trends created by services to reengineer business processes
  - Quality issues and non-functional requirements for SoEA
  - Coherence of services with compliance requirements
2. Digital enterprises
  - New trends in digitization for enterprise architecture and enterprise engineering
  - Patterns for digital enterprise architecture
  - Impacts of digitized products on enterprise architecture
  - Business transformations accompanying the augmentation of physical products with companion services
3. SoEA and influence of social and big data in Enterprise Engineering
  - Trends in SoEA to use the capabilities of Big Data (volume, variety, velocity, veracity)
  - Impacts of social production on the SoEA
  - Creation of weak ties in SoEA
  - Collective decision processes in SoEA
  - Fitting SoEA with cloud computing: Designing Enterprise Architectures using cloud-services
4. Compliance of SoEA with cloud-based resources
  - Concepts and methods for mapping enterprise services to cloud-based resources
  - Trends in information system architectures for services
  - Concepts and methods for mapping non-functional requirements to cloud-based resources
5. Design of SoEA
  - Specifications of business, software, platform and infrastructure services
  - Matching business services with business processes
  - Lifecycle of business, software, platform and infrastructure services
  - Monitoring the fulfilment of non-functional requirements
  - Benchmarks and key performance indicators for services
  - Approaches the continual improvement of services
6. Management of SoEA
  - Impacts of SoEA on the compliance and governance requirements
  - Meta-services for business, software, platform and infrastructure services
  - Building service (value) nets -consisting of business, software, platform and infrastructure services
  - Meta-services for cloud-environments

## 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](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=soea4ee2017>

At least one author of each accepted workshop paper will have to register for the whole EDOC 2017 conference and attend the workshop to present the paper. Analogously to previous years, there will be no workshop-only registration at EDOC 2017. 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, EDOC'2015 in Australia and EDOC'2016 in Austria. The programs of the previous editions can be reached from the portal of the SoEA4EE series: [www.soea4ee.org](http://www.soea4ee.org)

## Expected results

All papers will be published in the workshop wiki ([www.soea4ee.org](http://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 2017 conference proceedings.

## Important dates

Workshop paper submission deadline: **May 21<sup>th</sup>, 2017**

Workshop paper notification: **July 16<sup>th</sup>, 2017**

Workshop paper camera-ready due: **August 6<sup>th</sup>, 2017**

## Organisers

Selmin Nurcan – University Paris 1 Panthéon-Sorbonne, France

Rainer Schmidt – Munich University of Applied Sciences, Germany

### Primary Contact:

Selmin Nurcan

Université Paris 1 Panthéon Sorbonne,  
Centre de Recherche en Informatique (CRI)  
France

[Selmin.Nurcan@univ-paris1.fr](mailto:Selmin.Nurcan@univ-paris1.fr)

Rainer Schmidt

Munich University of Applied Sciences  
Faculty of Computer Science and Mathematics  
Germany

[Rainer.Schmidt@hm.edu](mailto:Rainer.Schmidt@hm.edu)

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

<http://edoc2017.ca/>

## Workshop Program Committee

João Paulo A. Almeida - Federal University of Espírito Santo, Brazil

Colin Atkinson - University of Mannheim, Germany

Khalid Benali - LORIA, Nancy, France

Corine Cauvet - Université Aix-Marseille Paul Cézanne, France

Ayon Chakraborty - Queensland University of Technology, Australia

Eng Chew - University of Technology, Sydney, Australia

Eric Dubois - Luxembourg Institute of Science and Technology, Luxembourg

Aditya Ghose – Wollongong University, Australia

Sung-Kook Han - Won Kwang University, South Korea

Ron Kenett - KPA Ltd., Israel

Florian Matthes - Technical University Munich, Germany

Selmin Nurcan - Université Paris 1 Panthéon-Sorbonne, France

Gunther Piller - University of Applied Sciences Mainz, Germany

Erik Proper - Luxembourg Institute of Science and Technology, Luxembourg

Jolita Ralyté - University of Geneva, Switzerland

Dominique Rieu - LIG, Université de Grenoble, France

Kurt Sandkuhl - University of Rostock, Germany

Rainer Schmidt - Munich University of Applied Sciences, Germany

Ulrike Steffens - Hamburg University of Applied Sciences, Germany

Jelena Zdravkovic, Stockholm University, Sweden

Alfred Zimmermann - Hochschule Reutlingen, Germany