

The 4th International Workshop on Social Software Engineering (SSE'11)

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ABSTRACT

Software is created by people and for people. People are heterogeneous in their beliefs, backgrounds, and preferences. Accommodating and exploiting the social variety is crucial for successful engineering and usage of software. On the one hand, software engineering is a social activity, performed by different individuals and teams. This necessitates methodologies and tools to deal with issues such as communication, coordination, knowledge sharing, compensation, and reconciliation. On the other hand, Social Software (Internet Forums, Wikis, Social Networks, Blogs, etc.) is an expanding computing paradigm, which inherently incorporates intensive social interactions and implications. Engineering Social Software magnifies a spectrum of challenges like group requirements engineering, social-awareness, privacy, security, and trust.

Both directions – engineering Social Software and treating software engineering as a social activity – require competency from other disciplines as diverse as psychology, sociology, and organizational science. While both directions receive considerable attention, research in both fields is fragmented, uncoordinated, and partially redundant. The goal of this workshop is to confluence the research on social aspects in software engineering and engineering of Social software into a new field of Social Software Engineering (SSE).

Categories and Subject Descriptors

D.2 [Software]: Software Engineering

General Terms

Design, Human Factors, Management

Keywords

Social Computing, Social Engineering

1. THEME, GOALS, AND TOPICS

This workshop brings together researchers and practitioners working on different aspects of collaboration and knowledge sharing in software engineering as well as the engineering of Social Software to discuss new results and future research challenges. Major topics addressed at the workshop include (but not limited to):

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- Engineering Social Software
 - Requirements Engineering for Social Software
 - Engineering privacy, trust, and security for Social Software
 - Engineering of lightweight and unobtrusive tools, Web 2.0, and Social Semantic Web applications
 - Approaches and tools for context-aware and personalized assistance
 - Engineering adaptivity and evolution of Social Software
 - Analysis of compatibility with social diversity (law, culture, preferences, semantics, etc.)
 - Analysis of particular and emerging challenges intrinsic to Social Software
- Social Aspects in Software Engineering
 - Collaboration and knowledge sharing in development teams and (Open Source) communities
 - Relationship between users and developers, user feedback, mashups, and perpetual beta
 - Concerns of individuals in collaboration settings, such as learning, usability, and incentives
 - Interaction and communication design in collaborative software engineering
 - Research methods, models, and tools supporting the social nature of software engineering
 - Exploiting and tailoring existing software engineering paradigms, such as AOSE and Agile, to support social development
- Implications of Social Software Engineering
 - Usage of Social Software to understand social aspects in software engineering
 - Impact of Social Software on development process
 - Empirical studies on Social Software Engineering
 - Futuristic scenarios and research agendas

2. WORKSHOP FORMAT

SSE'11 lasts for one full day (September 5th. 2011). It starts with a short opening session in which the organizers present facts, statistics, and guidelines about the workshop. SSE'11 proceeds with a 30 minutes keynote given by a renowned researcher. After that, the presentations are held in several sessions. Each presenter has 20 minutes time for a full paper followed by 10 minutes of discussion. A short paper is allotted 10 minutes presentation time followed by 5 minutes discussion time. At the end of each session, the results are summarized.

The afternoon starts with an open discussion. SSE'11 leaves space for Pecha Kucha talks. All research groups are asked to bring demos or prepare posters with results, position statements and identified challenges to foster the discussions. Moreover, industrial participants are encouraged to line out their needs, requirements, and expectations from the community. To this end, several main topics will be discussed in small focus groups aiming to bridge research and real-world challenges. In a final wrap up session, the focus groups present the findings from their discussions and identify a roadmap for future research efforts.

SSE'11 publishes accepted papers as workshop proceedings in the ACM Digital Library. SSE'11 community is planning a coordinated action funded by the European Commission on Social Software Engineering. SSE'11 invites the authors of best 3 full papers to join the management consortium of this action. SSE'11 publishes a summary of the workshop sessions in the workshop proceedings and make the identified research questions and the presentation slides available on the workshop's social network.

3. PAPER SELECTION PROCEDURE

SSE'11 accepts 2 types of papers:

- Short papers (3-5 pages) state the position of the authors within the scope of the workshop, and can describe solution concepts in a premature state.
- Full papers (6-8 pages) describe problems, needs, novel approaches and frameworks within the scope of the workshop. Full papers are also meant for evaluations of new approaches and empirical evaluation and industrial experience reports.

Papers are evaluated based on their originality, relevance to the workshop, and their potential for discussion. The papers with the best reviews (on average) are accepted to the workshop. SSE'11 reviews each submission via three members from the following international program committee:

- Andrew Begel, Microsoft Research, USA
- Jan Bosch, Chalmers University of Technology, Sweden
- Travis Breaux, CMU, USA
- Jaelson Castro, University of Pernambuco, Brazil
- Fabiano Dalpiaz, University of Trento, Italy
- Daniela Damian, University of Victoria, Canada
- Imed Hammouda, Tampere University of Technology, Finland
- Alexander Felfernig, TU Graz, Austria
- Hans-Jörg Happel, FZI Research Center, Germany
- Smita Ghaisas, Tata Research, India
- Christian Lescher, Siemens, Germany
- Filippo Lanubile, University of Bari, Italy
- Steffen Lohmann, Universidad Carlos III de Madrid, Spain
- Gregoris Mentzas, The National Technical University of Athens, Greece
- Bashar Nuseibeh, The OU, UK, and Lero, Ireland
- Birgit Penzenstadler, TU München, Germany
- Gil Regev, Itecor/EPFL, Switzerland
- Wolfgang Reinhardt, Paderborn University, Germany
- Ita Richardson, University of Limerick, Ireland
- Helen Sharp, The Open University, UK

4. HISTORY OF THE WORKSHOP

SSE has been organized successfully in Munich, Kaiserslautern, and Paderborn in conjunction with the Software Engineering conference (SE'08, SE'09, and SE10). It has been focussing on European and more specifically German-speaking countries. In 2009 we merged the original community with the community of SENSE workshop (Software Engineering within Social software Environments). In 2010 we merged the new community with the SoSEA workshop (Social Software Engineering and Applications) held at ASE'08 and ASE'09. From 2010 the new community calls itself Social Software Engineering. SSE website is already set up (<http://www1.cs.tum.edu/sse>) and is continuously updated and accessible from the ESEC/FSE homepage. The organizers maintain a mailing list for all participants in the current and previous SSE events.

5. FOLLOW-UP PLANS

We aim at identifying major research questions from the workshop submissions and discussions. Discussion groups present the result of their sessions. Discussions, recommendations, and presentation slides will be published on the SSE social network. We also plan to continue the workshop series, as long as there is an active community of researchers and practitioners interested in SSE topics. We are currently setting up an interest group out of the workshop participants, to coordinate the research efforts and the transfer of the results into the industry (e.g. open source tools, common fundings, and join-ventures). The activities of this interest group should be funded by the European Commission. Several members of the PC are already part of this group.

6. RELATED RESEARCH

SSE is a timely research topic in both academia and industry. First foundation work has been published. Maalej et al. [1] discuss how to make the user involvement a first order concern in software projects, moving from a transactional to a social engineering process. Ali et al. [2, 3] propose to exploit users' perception and judgment as an integral part of the system computation. Research programs e.g. at Microsoft [5], or at HP [4] as well as international events such as SocialCom [7], RESC [6] and Web2SE [8] target SSE from different aspects. The ultimate goal of SSE'11 is to bring together practitioners, experts, and scholars to confluence their efforts and identify main research outcomes, challenges, and agendas.

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7. REFERENCES

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- [3] R. Ali, C. Solis, F. Dalpiaz, W. Maalej, P. Giorgini, B. Nuseibeh. Social Software Product Lines. In *RESC 2011*.
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- [5] <http://research.microsoft.com/en-us/groups/scg/>
- [6] <http://www.cs.ucl.ac.uk/research/resc11/>
- [7] <http://www.iisocialcom.org/>
- [8] <https://sites.google.com/site/web2se2011/>