



4th International Workshop on Tool Support Development and Management in Distributed Software Projects (REMIDI'10)

August 23, 2010
Call for Papers



in conjunction with
International Conference on Global Software Engineering (ICGSE 2010)
Princeton, USA, August 23 - 26, 2010

Distributed projects (often subsumed under terms like global software development (GSD), global collaboration, offshoring etc.) are common ways to overcome time and resource restrictions or lack of local expertise. In addition, current budget saving initiatives lead to higher international competition. Thus, software development projects take place in a global context.

At the same time, tool integration and end-to-end tool chains are more and more getting on the agenda of researchers and industry to tackle the growing complexity of these development projects.

Especially planning, coordinating and controlling software engineering in distributed settings are far more complex than in one-site projects. First, the process of analysis, design, development, integration and releasing a high quality product needs to be planned and organized differently. Second, the tools used to discuss, share and document design and architecture ideas need to take into account the fact that project members involved in these tasks are spread over multiple sites and organisations and don't have direct contact to each other and often no access to end-users.

Experience shows that an appropriate tool chain increases efficiency and success of distributed projects. Aspects like process assistance, knowledge management or project tracking ask for appropriate tools. Therefore, the workshop will walk through methods and concepts that are applied and the tool chains that are used in global software development projects. Like last years' successful editions (cf. first and second workshop), the workshop will explicitly focus on tools and infrastructures for GSD projects.

The participants will present and discuss project experiences, best practices, tool prototypes and new approaches - in academic research and in industry.

One of the objectives of this workshop is to structure the major research topics and to define a research agenda for further work in the area of "end-to-end" tool support in distributed system development. Besides that, there will be a demo session with presentations and live demonstrations of tools that are specifically dedicated to support distributed development projects.

Topics of the 1-day Workshop

The workshop will include different aspects of tool selection and orchestration in a distributed software development context. The following is a non-exhaustive list of relevant topics:

- Collaboration and communication in software engineering: How need teams to be organized and coordinated when they are spread over two or more sites? How can projects achieve efficient collaboration and alignment? What are the lessons learned on tools and infrastructure for collaboration in different project phases? Which different requirements and characteristics do the different project phases have regarding tool support?
- Process assistance and support: How does an adequate process for distributed development look like and how should it be supported by tools and techniques? What tools or tool chains are adequate to assist different project roles?
- Tool orchestration: How should projects select their tools? How different are tool chains for different industries? What are the project characteristics that influence tool decisions most heavily? How different are the optimal tool chains for different levels of education and experience?
- Economic aspects: What is Return on Investment in dedicated tools in distributed development? How big is the impact of an appropriate tool chain on the cost efficiency of distributed development?
- Project management: Which tools can help to plan, control and track a project? Are risk management or workflow management tools different to those used in on-site projects?
- Lessons learned from OSS: How comparable are industry projects and open source projects regarding modes and tools of cooperation? What can be learned from big open source initiatives that are successful in delivering high quality software?
- Lessons learned from distributed development: What are factors to make distributed projects successful in practice? What methods worked - what did not? Do agile processes have advantages in distributed settings?

An explicit tool track asks vendors and academic research teams to present their products or prototypes. Live demonstrations are welcome.

Addressees

The workshop targets practitioners as well as researchers interested or involved with geographically or organizationally distributed software development.

Schedule

March 30:
Deadline for paper submission to the workshop organizers

April 10:
Decision of acceptance to paper authors (Deadline for early registration)

May 28:
Camera ready copies of accepted papers

August 23: Workshop

Paper submission

Papers must be submitted electronically by email to the organizers in PDF format. Your paper must conform to the IEEE proceedings publication format (8.5" x 11", Two-Column Format) described at IEEE/CPS. Research papers must be no longer than 6 pages including all text, references, pictures and appendices. Position papers, industrial experience papers and tool presentations must be no longer than 4 pages including all text, screenshots, references and appendices. Submissions that exceed the page limit or do not comply with the proceedings format will be desk rejected without review.

Organization Committee

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