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2005

ICSE



The objective of the Experience Track is to discuss results (both good and bad), obstacles, and lessons learned associated with applying software development practices in the "real world". Experiences from practitioners provide valuable input into future research directions and allow others to learn from successes and failures. Experience reports are an important means to share lessons learned between practitioners and to help the IT industry to improve their work practices.

Scope

Submissions are solicited which discuss lessons learned and experiences of benefit and limitations of SE approaches. We invite original, unpublished submissions in the following categories:

- Case studies of practices describe the application of one or more software engineering practice(s) in an industrial or organizational setting. A case study provides a detailed description of how the practice was applied and why (what problems it was intended to address), along with the results achieved.
- Experience reports of projects provide a critical discussion of experiences gained in software development projects. A good experience report describes the project context and what was learned by the team. It should clearly highlight what others can gain from reading the paper. Experience reports may focus on problems encountered during development along with discussions of what principles, techniques, methods, processes, or tools were used and whether they were sufficient for solving the problem.

Topics

We are soliciting experience reports on all topics relevant for software development practitioners including (but not limited to):

- Agile methods
- Empirical software engineering and metrics
- Human and social issues
- Interaction design and software development
- Project management
- Requirements engineering
- Reverse engineering and software maintenance
- Software architectures and design
- Software components and reuse
- Software policy and ethics
- Software process improvement
- Software processes
- Software safety and reliability
- Software testing and analysis
- Software tools and development environments
- other topics of interest for software development
- Software economics
- Software engineering education

How to Submit

Papers will be submitted electronically through the conference web. The deadline for submission is 8 September 2006 23:59 SST (Apia-Samoa). A well-structured experience report will not only describe in appropriate detail the experiences encountered on a software project, but will include rationales for any lessons learned put forward and describe clearly the circumstances under which those lessons held. Reports submitted for consideration should not have been published elsewhere and should not be under review or submitted for review elsewhere during the duration of consideration. Experience reports must conform, at time of submission, to the [proceedings publication format](#), and must not exceed 10 pages, including all text, references, appendices, and figures. All submissions must be in English. Submissions must be in PDF format. *Submissions that do not comply with the foregoing instructions will be desk rejected without review.*

Note: camera-ready copy will utilize the same format and length limits required of submissions, and thus, your submission should reflect the form that you anticipate your camera-ready copy will take.

Review and Evaluation Criteria

Each submission will be reviewed by at least three members of the Experience Track program committee. The program committee as a whole will make final decisions about which submissions to accept for presentation at the conference. Submissions will be evaluated based on the following criteria:

- Clarity of the motivation for the report
- Soundness of the report, which should include:
 1. A description of the context in which the experiences were observed (e.g. problem domain, size of system, size of project team, etc.).
 2. An explanation of which experiences and lessons described are based on qualitative or quantitative data.
 3. A clear differentiation of the objective data from more subjective interpretation of the data. Making sense of the data by putting it into the project context can be as valuable to a reader as the objective observations themselves.
- Significance and relevance of the lessons learned.
- Quality and clarity of the written presentation.

Acceptance

Each accepted submission will be allotted a maximum of ten pages in the ICSE 2007 conference proceedings. The final version of accepted papers must conform to the [ICSE 2007 Format and Submission Guidelines](#). At least one author of the paper is expected to present the results at the ICSE 2007 conference

Conference information is on the conference web site, which has been designed to be a working document offering up-to-date news on all conference events, submission instructions and deadlines, hotel information, registration, tourist information, travel, etc. The continuously updated web pages will help you plan your involvement in the conference. We encourage you to bookmark this web site.

Important Submission Dates

Experience report submission	8 September 2006
Author notification	16 December 2006
Camera ready deadline	5 February 2007

<http://www.icse-conferences.org/2007/>

