# 10th International Conference on Global Software Engineering
## July 13-16, 2015 — Ciudad Real, Spain

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## IMPORTANT DATES

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| **Workshop proposals:** | Feb 1st, 2015 |
| **Paper abstract submissions:** | Feb 8th, 2015 |
| **Paper submissions:** | Feb 22nd, 2015 |
| **Tutorial proposals:** | Mar 1st, 2015 |
| **Doctoral symposium submissions:** | Mar 8th, 2015 |
| **Notification to paper authors:** | Apr 2nd, 2015 |
| **Industry abstract submissions:** | Apr 26th, 2015 |
| **Camera-ready papers due:** | May 5th, 2015 |

## VENUE

ICGSE 2015 will be hosted by the University of Castilla-La Mancha in Ciudad Real, a charming city in the centre of Spain founded by King Alfonso X in 1255, hence the name 'Ciudad Real' (Royal City). The city is located 160 Km to the south of Madrid.

## CALL FOR PAPERS

**Global Software Engineering:**
*Solutions for distributed product development and maintenance*

The **10th IEEE International Conference on Global Software Engineering** (ICGSE) brings together researchers and practitioners to share their experiences in improving collaboration of globally distributed teams. The **ICGSE 2015** organizing committee invites academic, students and industrial communities to contribute to this flagship conference in global software and IT. We are looking for stimulus and solutions how the various challenges can be mitigated and resolved at particular stages of the software life cycle, such as analysis, design, testing, etc. Some of **the topics of interest** therefore include but are not restricted to:

- Project management of distributed software projects.
- Software design and architecture for distributed development.
- Agile and lean development in distributed teams and organizations.
- Software testing in a globally distributed environment.
- Communication, coordination and control.
- Strategic issues in distributed development.
- Managing and working with globally distributed suppliers and contractors.
- Industrial offshoring and outsourcing experiences.
- Tools and infrastructure support for distributed teams.
- Cloud computing and crowdsourcing.
- Methods and processes for global organizations.
- Education in global software engineering.

## NEW

- There will be a new "**PhD Student hour**", during which PhD students can perform surveys/interviews/case studies or ask the different experts at the conference for feedback or advice. So, "future researchers" can therefore learn from their seniors, thus fostering an exchange of knowledge and collaboration.
- ICGSE 2015 is connected to the first edition of the GINSENG (**Green in Software Engineering**) workshop, focused on the Development of Green Software. Two interesting events can therefore be attended with just one trip.

## PAPER SUBMISSION

Submissions are invited for papers describing unpublished, original work, in any of the following categories:

**Research papers** that describe theoretical frameworks, technical solutions, or empirical studies. Maximum length 10 pages.

**Practice papers** that describe problems, lessons learned, solutions implemented and challenges encountered in industrial global software engineering environments. Maximum length 5 pages.

Papers should be submitted as PDF files which conform to the two-column IEEE CS Press format. Accepted papers will be published in the proceedings by IEEE CS Press and the IEEE CS Digital Library.

We also invite **industry abstracts** which we will position for the dedicated "Industry Day", submissions for the **doctoral symposium**, and proposals for **workshops** and **tutorials**. Further information and updates will be available on the conference website.