14-17 April
Gold Coast, Australia

ASWEC 2009

ASWEC 2009

The 20th Australian Software Engineering Conference

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This Year's Theme Agile, the New Mainstream.

Overview The 20th Australian Software Engineering Conference will be held on the Gold Coast, Queensland, Australia from the 14th to the 17th of April 2009. The Gold Coast is one of Australia's premier holiday destinations. It is famous for its beaches, surf, theme parks, shopping, nightlife and hinterland. Located in southeast Queensland, just one hour south of Brisbane, the Gold Coast region features 70 kilometres of uninterrupted coastline and is fringed by rainforest hinterland, including World Heritage-listed National Parks.

Established in 1986, ASWEC is a leading technical forum for the exchange of peer-reviewed research outcomes and industry best-practice in software engineering. It attracts a wide range of participants including software engineering researchers, practitioners and educators from across Australia, its regional neighbours, and from other international locations. The overall programme will provide numerous opportunities for academic and industry participants to interact with and learn from each other.

Research Papers Authors are invited to submit full papers describing original research in all areas of software engineering. Papers describing theoretical or empirical research, new techniques and tools, and in-depth case studies are all welcome. Submissions must be original and must not have been published previously or currently be under consideration for publication elsewhere.

Research paper submissions will be peer reviewed (DEST Category E1) based on originality, significance, clarity and relevance to the field of software engineering. As in previous years, the ASWEC proceedings will be published by the IEEE Computer Society Press. One author from each accepted paper is required to register as a full-fee delegate and present the paper at the conference.

All submissions must be written in English and must be prepared in the IEEE 8.5x11 inch two-column format. Manuscripts may not exceed 10 pages in length. Manuscript preparation in LATEX is strongly encouraged. Manuscripts are to be submitted electronically - see the ASWEC 2009 web site for further instructions.

Industry Papers The objective of industry papers is to discuss experiences (both good and bad), obstacles, and lessons learned when applying innovative 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. Industry papers are an important way of sharing experiences between practitioners and of helping the software industry improve its work practices.

Authors are invited to submit either extended abstracts (minimum 2 pages) or full papers (maximum 10 pages) describing practical experiences in all areas of software engineering. Industry papers should be based on actual practice, and should cover all aspects of the experience - strengths and weaknesses, successes and challenges. Submissions will be assessed on originality, clarity, significance and relevance.

One author from each accepted industry paper is required to register as a full-fee delegate and present the paper at the conference. Manuscripts are to be submitted electronically - see the ASWEC 2009 web site for further instructions.

Tutorials and Workshops Tutorial and Workshop proposals that have wide appeal to the software engineering community are sought for ASWEC 2009. Tutorials and workshops (half or full day) will run on the first day of the conference. Please submit your proposals detailing the topic, background, intended audience, anticipated number of attendees and justification for this estimate, presenter/s and their affiliations, along with anticipated time requirements following the guidelines on the ASWEC 2009 web site.

Topics of Interest The Australian Software Engineering Conference is dedicated to all aspects of software engineering. Topics of interest include, but are not limited to, the following:

- Agile Methods in Practice
- Application-Specific Software for Logistics, Finance, Manufacturing, Defence, etc.
- Computer Supported Cooperative Software Engineering
- Configuration Management
- Empirical Research in Software Engineering
- Formal Methods
- Health Informatics System Development
- Knowledge-Based Software Engineering
- Large-Scale Distributed Software Engineering
- Legacy Systems and Software Maintenance
- Measurement, Metrics, Experimentation
- Model Driven Architectures
- Object and Component-Based Software Engineering
- Open Source Software Development
- Quality Assurance
- Real-Time and Embedded Software
- Requirements Engineering
- Software Architecture
- Software Design and Patterns
- Software Documentation
- Software Engineering Education
- Software Engineering Ontologies
- Software Engineering of Multi-Agent Systems
- Software Engineering of Web Services
- Software Inspection Approaches
- Software Modelling Approaches
- Software Performance Engineering
- Software Processes and Quality
- Software Project Management
- Software Re-use and Product Development
- Software Reverse Engineering
- Software Risk Management
- Software Security, Safety and Reliability
- Software Verification and Validation
- Software Vulnerabilities
- Standards and Legal Issues
- Testing, Analysis and Verification
- Tools and Processes for Distributed Multi-Site Software Engineering
- Usability
- Web Application Development
- Web Based Collaborative Environment