CALL FOR PAPERS

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Software is rapidly penetrating into our daily life. Improvement of its quality and productivity has never been more crucial than it is today. The "industrialization" of software production should be one of the key issues to be challenged in the 80's.

The Sixth International Conference on Software Engineering will bring together researchers and practitioners to focus on the general environment for the production of quality and user friendly software.

TOPICS OF INTEREST

Papers are solicited on both principles and pragmatics of software engineering. Topics include, but are not restricted to:

- Tools and Techniques of Software Engineering
- Requirements and Specifications
- Theoretical Foundation of Software Engineering
- Computer Aided Design and Production of Software
- Software Project Management and Human Factors
- Software Quality Control and Assurance
- Software Maintenance
- Software Metrics
- Software Engineering for New Computer Architecture, Distributed Systems, and Networks
- Impact of VLSI on Software Engineering
- Practices and Experiences of Software Production
- Education on Software Engineering

The final program will include those papers judged to be of highest quality and relevance to the conference. The Technical Committee on Software Engineering of the IEEE Computer Society is sponsoring up to two prizes of $1000 each for outstanding papers.

HOW TO SUBMIT PAPERS

Five copies (in English) should be submitted for full papers (not more than 6000 words) as well as for short papers (not more than 2000 words). Full page figures should be counted as 300 words and included within this limit. A list of appropriate keywords should be included to facilitate proper subject identification and classification. Authors are encouraged to include appropriate illustrations, examples, and actual experiences where relevant and legible.

Papers should be sent to the following chairperson:

Papers from North and South America, and Europe
Professor Victor R. Basili
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All other papers
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