Message from the SOCOTUD 2016 Workshop Organizers

It can be taken for granted that to date, the requirements elicitation process for the majority of commercial and open source software solutions, as well as their evaluation, takes place within the narrow boundaries of isolated software development teams. Thus the most important stakeholders, the consumer or end-user, and their needs are not properly considered. This often results in products and services that are at the end of the production process inadequate for the activities their respective product managers have envisioned.

In this context, the concept of engaging potential users from the target audience in the software development process is constantly gaining momentum. It is important to build a close relationship with this audience in order to receive early feedback on the product being developed. Apparently, this concept calls for the incorporation of better collaboration support during software development projects and social networking features between developers and prospective end users within existing software development environments.

However, approaches on how to engage potential customers throughout the software development lifecycle are largely unexplored, whereas research on how privacy issues and aspects of trust are shaped in such a user-driven development process is still limited. The SOCOTUD workshop aims at presenting and discussing concepts and solutions for ensuring customer-developer interaction along the software development process in a trustful and privacy respectful way.

The workshop is inspired and organized by the CloudTeams project (Collaborative Software Development Framework based on Trusted, Secure Cloud-based Pool of Users is a research project), funded by the European Union’s Horizon 2020 framework, under Grant Agreement No: 644617). CloudTeams delivers a cloud-based platform transforming software development into a much easier, faster, and targeted process, by engaging communities of users who will participate in the product lifecycle to help software teams develop better solutions for customers’ problems.

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