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1. Themes and Topics

The creation of modern software systems requires knowledge from a wide range of domains: application domains, computer hardware and operating systems, algorithms, programming languages, vast amount of component libraries, development environments, the history of the software system, and users. Because few software developers have all the required knowledge, the development of software is no longer confined to an individual but has to rely on distributed cognition by reaching into a complex and networked world of information and computer mediated collaboration. Knowledge collaboration has thus become an important aspect of software development.

This workshop seeks to gain an improved understanding on the theoretical, social, technological and practical issues related to all dimensions of knowledge collaboration in software development, and to explore opportunities for automated support, such as the timely acquisition of external knowledge and the facilitation of collaboration among developers. Submissions of full papers and position papers are invited on varied aspects of understanding and supporting knowledge collaboration in software development. Suggested topic areas of interest include, but not limited to:

**Understanding Knowledge Collaborative Activities in OSS Development**: including understanding how knowledge is accumulated, transferred and shared among OSS developers; and how new comers learn from old timers about the knowledge of the system and the community.

**Identifying the Idiosyncrasy of Knowledge Collaboration in Software Development**: including analyzing and understanding the unique features of knowledge collaborative activities specific to software development such as pair programming, end-user development, inspection, and maintenance; and comparisons of different collaboration styles and their impacts on software development.

**The Role of Social Networks**: including how to utilize and sustain social networks to create the network of expertise for software development by connecting those who need knowledge and those who have the knowledge.

2. Submission

The workshop invites both full papers and position papers. Full papers (not exceeding 8 pages of IEEE format) shall describe in details research projects and experience, and position papers (not exceeding 2 pages of IEEE format) shall describe visions, new perspectives, research experience, or emerging research questions. Both types of submissions will be reviewed by the program committee for their relevance as well theoretical, technological and practical contributions to the topics of the workshop. Proceedings of the workshop will be published in a book by the National Institute of Informatics of Japan.