Abstract

The First International Workshop on Social Software Engineering and Applications discusses various topics related to the engineering and use of social software. The aim of the workshop is to create a scientific foundation for social software and to form a research community that can focus on the technological and technical aspects of the movement.

1. Scope

Social software has emerged as one of the most exciting and important phenomena in today's software and business arena. With social software, individuals can interact, share, and meet other individuals, with similar interests and goals, forming large data, knowledge, and user bases. Social software engineering, in turn, can be defined as the application of processes, methods, and tools to enable community-driven creation, management, deployment, and use of software in online environments.

The social software movement can be regarded as both a challenge and an opportunity for software development. On the one hand, social software itself brings its own kinds of challenges such as data sensitivity, content legality, scalability, and performance. On the other hand, the social software movement is apparently causing a fundamental change in the way software engineering is practiced, benefiting from the technologies and experiences gained from Web 2.0 and the expectations of the forthcoming Web 3.0.

In the near future, various forms of social software development will become a reality. Examples include software mashups, intelligent context-aware software downloads, and online cooperative CASE tools. Such a cooperative model of software development would also meet the challenges of contemporary software engineering such as outsourcing, cooperative software engineering, open source software, etc. Finally, due to its distributed nature, automated approaches to social software engineering are needed.

2. Workshop theme

The workshop discusses social software from a technological and technical perspective focusing on the challenges involved in the development of this kind of software and exploiting the movement for the advance of software engineering. As this is the first instance of the workshop, we would like to cover an extended set of topics related to the theme of the workshop. This would provide enough background information for the workshop participants and would generate a multidisciplinary discussion.

Workshop topics include (but are not limited to):

- requirements and challenges of building and using social software, including concerns such as scalability, performance, security, sensitivity and other legal issues;
- organization and interaction schemes in social software;
- automated approaches, best practices, architectures, frameworks, methodologies, technologies, tools, and environments for social software engineering;
- industrial involvement in social software: building, managing and interfacing with communities, opening up software platforms, integrating social software;
• building social software engineering communities: the role of companies, research groups, governments, NGOs, and individuals;
• social software engineering versus other forms of globalization such as global software development, distributed software engineering, open source, etc;
• experience reports and lessons on building social software and its use in software development.

3. Duration

The duration of the workshop is one full day.

4. Workshop goals

There is a growing interest among businesses and organizations in social software applications, technologies, and concepts. The goal of the workshop is to bring together interested academics, practitioners, and enthusiasts to discuss topics related to the area of social software engineering. Focusing on technology issues, the workshop will offer an opportunity for the participants to share experiences and discuss challenges involved in building and using social software. A special emphasis will be put the role of social software concepts and technologies in shaping up future software development. The workshop will also identify key research issues and challenges that lie ahead.

5. Program

The workshop will be opened with an invited talk which will introduce the topic and present the research questions and challenges that need to be addressed. The talk will be followed by a Question & Answer session.

After morning coffee break, there will be a first paper session. We will keep paper presentation slots short to allocate more time for discussion. In order to stimulate interaction between participants, we will ask each participant to read a designated paper (apart from his/her own) and to prepare a short set of comments and suggestions. This feedback will be used to trigger discussion about the designated paper and act as suggestions for further improvement of the work.

Following the workshop lunch, there will be a second paper session. After afternoon coffee break, there will be an open discussion where participants will be invited to reflect on the talks and discuss future directions. The participants will be encouraged to report the results of the discussions in scientific papers. The participants should also discuss plans how to take the effort further (e.g. planning future instances of the workshop, forming research teams, establishing collaborations, etc.).

6. Organization and program committee

The organizers of the workshop are:
Imed Hammouda, Tampere University of Technology, Finland
Jan Bosch, Intuit Inc., USA
Mehdi Jazayeri, University of Lugano, Switzerland
Tommi Mikkonen, Tampere University of Technology, Finland

The program committee members are:
Andrea Capiluppi, University of Lincoln, UK
Björn Lundell, University of Skövde, Sweden
Cesare Pautasso, University of Lugano, Switzerland
Dragan Gasevic, Athabasca University, Canada
Frank van der Linden, Philips Medical Systems, the Netherlands
James Herbsleb, Carnegie Mellon University, USA
Jan Bosch, Intuit Inc., USA
Imed Hammouda, Tampere University of Technology, Finland
Mehdi Jazayeri, University of Lugano, Switzerland
Mohammed Amine Chatti, RWTH Aachen University, Germany
Pekka Abrahamsson, VTT, Finland
Tommi Mikkonen, Tampere University of Technology, Finland

7. Contributions and participants

Participants are expected to submit a short position paper describing particular challenges, experiences, or visions relevant to the scope of the workshop (not to exceed 4 pages) or full research papers describing original work in any aspect of social software engineering (not to exceed 8 pages).

In addition to authors of accepted papers, participation is also open for other individuals interested in the themes of the workshop.

8. Workshop proceedings

Pre-proceedings will be available at the workshop. Post-proceedings will be published by IEEE Publishing and will be accessible through IEEE digital library.