CONISOFT 2016 Preface

This proceeding contains a selection of papers accepted for presentation and discussion at the Fourth International Conference in Software Engineering Research and Innovation (CONISOFT 2016). It took place at Puebla, Puebla, México, April 27–29, 2016, at Universidad Popular Autónoma del Estado de Puebla.

The aim of the Conference is to bring together practitioners and researchers from academia, industry, and government to advance the state of the art in software engineering, as well as to generate synergy between academia and industry to define an agenda for collaboration to support and promote the development of the software industry in México and at the international level. In this edition the Latin American Software Engineering Symposium (LASES 2016) is collocated with CONISOFT 2016 in order to integrate the efforts in the Latin American region.

The Conference had the support of the Universidad Autónoma de Baja California, Universidad Popular Autónoma del Estado de Puebla, Universidad Politécnica de San Luis Potosí, IEEE Systems, Universidad Nacional de Colombia, Medellín, and the CIDENET.

CONISOFT 2016 is promoted by the Mexican Thematic Network of Software Engineering (in Spanish, “Red Temática Mexicana de Ingeniería de Software”—REDMIS), which is an academic community integrated by ten universities: Universidad Autónoma de Baja California, Universidad Nacional Autónoma de México, Universidad Politécnica de San Luis Potosí, Universidad Autónoma de Yucatán, Universidad Veracruzana, Instituto Tecnológico de Hermosillo, Universidad Tecnológica de la Mixteca, Universidad Autónoma Metropolitana, Universidad Autónoma de Ciudad Juárez, and Universidad Autónoma de Zacatecas.

The Mexican Software Engineering community began its efforts by starting to gather faculty and industry in 1997. This Conference started as a Symposium collocated with the Mexican Conference in Computer Science (ENC) and continued to be collocated for ten years; after that it was separated from ENC leading with three successful editions: CONISOFT 2012, CONISOFT 2013, and CONISOFT 2015. The 2016 edition represents the Conference’s internationalization, having the IEEE’s technical sponsorship, the joint collocation with LASES 2016, and contributions from different countries around the world.

The Program Committee of CONISOFT 2016 was composed of a multidisciplinary group of experts and those who are intimately concerned with software engineering and closely related disciplines. They have had the responsibility for evaluating, in a “blind review” process, the papers received for each of the main topics proposed for the Conference: (A) core topics of software engineering; (b) empirical software engineering; (c) software engineering–related disciplines; (d) trends in software engineering; and (E) SEMAT topics.
CONISOFT 2016 received contributions from eight countries around the world. Accepted papers have been classified for presentation sessions as follows: (i) Software Engineering, (ii) SEMAT Topics, (iii) Applications of Software Engineering, (iv) Software Engineering Education, (v) Software Engineering–Related Disciplines, and (vi) Empirical Software Engineering.

The papers accepted for presentation and discussion at the Conference are published by IEEE (this book) and will be submitted for indexing by IEE INSPEC, EI (Compendex), Thomson ISI, and other indexing services. They will be also published in IEEE Xplore™ and the IEEE Computer Society (CSDL) digital libraries.

We acknowledge all those who contributed to the staging of CONISOFT 2016—authors, committees, and sponsors—their involvement and support is very much appreciated.

Reyes Juárez-Ramírez
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