EDOC is coming home. After touring around the world twice via La Jolla (USA), Mannheim (Germany), Tokyo (Japan), Seattle (USA) and Lausanne (Switzerland), EDOC 2003 will be held once again in Brisbane, Australia, where it all started six years ago. Since that first International Workshop on Enterprise Distributed Object Computing, EDOC has evolved into a full-fledged International IEEE Conference bringing together leading researchers and industry experts to discuss problems, solutions, and experiences related to enterprise architecture and distributed object computing.

The conference is as significant, if not more, as it was six years ago. Enterprise computing continues to pose challenges to business architects, IT architects, software developers, and vendors of middleware, EAI and B2B integration solutions. Recent advances in Internet-based information and communication technology (ICT) have drastically improved the possibilities for businesses to engage in much more dynamic, new forms of co-operation. The appearance of such networked enterprises, in which organisations work together for mutual benefit, also leads to a change in the nature of enterprise computing. Enterprise computing traditionally deals with the organisational, technical and engineering challenges when introducing or integrating distributed business information systems within one organisation. Enterprise computing today has to deal with application integration across company boundaries and support inter-organisational business processes, collaboration, and transactions, while satisfying the flexibility and security requirements of each business partner. Papers addressing these challenges can be found in the parts on Electronic Contracting, Enterprise Service Management and Business-to-Business Integration in these proceedings.

Over the years EDOC has contributed to the advancement and adoption of middleware technologies, standards and emerging new paradigms for enterprise computing. Six years ago, EDOC addressed innovations and applications based on CORBA, Java-RMI, DCOM, RM-ODP and UML. Now those have matured and researchers focus on their extensions and descendants: the CORBA Component Model (CCM), the Meta Object Facility (MOF), Web Services, and Model Driven Architecture (MDA). This change of focus is reflected in this year’s conference program, which includes sessions on Enterprise Architecture, Model-Driven Design, Model Transformation, Middleware Innovations and EDOC System Architectures. Especially MDA appears to have caught the attention of both researchers and practitioners. Enterprise modelling and enterprise architecture have always been high on the agenda of EDOC, but since the OMG defined the MDA roadmap for distributed system development two years ago, more than half of EDOC papers address topics related to model-driven design.

In total, these proceedings present 24 high-quality research papers selected from 66 submissions, as well as six short experience reports describing new insights gained from case studies or the application of EDOC technology in practice. All submissions were thoroughly reviewed by at least three members of the program committee. Unfortunately, we had to reject several papers with good reviews due to the limitations imposed by a three-day single-track conference.

Finally a word of thanks to all those who submitted papers, to the program committee and their colleagues for reviewing, to the steering committee for directing us, to Kelli Shanahan and other volunteers at DSTC for managing the website and the local arrangements, to Matt Mawson for his graphic design and artwork, and to Thomas Baldwin and Deeber Azada from IEEE Computer Society Press for the production of this book, which is the culmination of a remarkable, mostly virtual, collaborative effort involving all of you. See you in Brisbane!

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