Welcome to the 4th ICSE Workshop on Games and Software Engineering (GAS), to be held on May 18, 2015 in Florence, Italy located with the 2015 ACM/IEEE International Conference on Software Engineering.

Building upon the first three ICSE GAS Workshops, we are excited to provide a forum to interactively explore leading edge research in game software engineering from a number of perspectives, including (1) the role of games in education for diverse communities including university and middle school students as well reaching broad audiences with crowdsourced games; (2) development and infrastructure frameworks (3) quality assurance via testing and formal verification approaches; and (4) model-based game development.

The full day program is organized to offer an interesting mix of activities including include a keynote speaker, game-jam demonstration session, and paper presentations. The intent is to promote discussions and interactions among the participants. The workshop program includes presentations on eight high quality articles from research groups across Asia, Europe, and North America (seven long and one short).

Judith Bishop, Kendra M. L. Cooper, Walt Scacchi, Jim Whitehead
GAS 2015 Workshop