Message from the Chairs
IWESEP 2016

It is our great pleasure to welcome everyone to the 7th IEEE International Workshop on Empirical Software Engineering in Practice (IWESEP 2016). Our workshop aims to foster the development of the area by providing a forum where researchers and practitioners can report on and discuss new research results and applications in the area of empirical software engineering. The workshop encourages the exchange of ideas within the international community to better understand, from an empirical viewpoint, the strengths and weaknesses of technology in use and new technologies, with the expectation of furthering the field of software engineering. The workshop focuses on the processes, design and structure of empirical studies as well as the results of specific studies. The workshop welcomes both original and replicated studies, varying from controlled experiments to field studies, from quantitative to qualitative.

Since much of the data produced by software development is unstructured and complex, empirical software engineering research should evolve by integrating the state-of-the art techniques and theories for analyzing such data. This year, IWESEP has a special focus to encourage exploration of Natural Language Processing and Game Theory techniques for empirical software engineering. We encouraged authors to consider these topics in their submissions, but we also welcome traditional empirical software engineering studies.

We solicited the following two types of submissions: full research papers (max 6 pages) for oral presentations and abstracts (max 700 words) for poster presentations. IWESEP 2016 received 22 research paper submissions. Papers covered a variety of topics, including developer support, machine learning, empirical analyses, and mining software repositories. All submissions went through a rigorous reviewing process in which every valid submission was reviewed by at least three program committee members, and an open electronic discussion was held for all the reviewed papers. Only 11 of the submitted papers were accepted. The accepted papers are included in the IWESEP 2016 proceedings and are published in CSDL and the Xplore Digital Library. One of these papers received the best paper award.

On behalf of the program and organizing committees, we thank the authors and attendees for making IWESEP 2016 such an interactive event. We hope you will have a productive and engaging experience at IWESEP 2016.

Finally, the workshop would not be possible either without the generous supports from the following sponsors, to which we are very honored and grateful:

- The IEEE Computer Society;
- The Technical Council on Software Engineering (TCSE);
- The Reengineering Forum (REF);
- Program for Advancing Strategic International Networks to Accelerate the Circulation of Talented Researchers: Interdisciplinary Global Networks for Accelerating Theory and Practice in Software Ecosystem.

We hope you will have a great time and an unforgettable experience at IWESEP 2016.

Hideaki Hata, Nara Institute of Science and Technology, Japan
IWESEP 2016 General Chair

Shinpei Hayashi, Tokyo Institute of Technology, Japan
Shane McIntosh, McGill University, Canada
IWESEP 2016 Program Co-chairs