Welcome to the 2016 International Workshop on Software Engineering for Science. The submissions covered a wide array of topics at the intersection of software engineering and scientific computing. This workshop contains two types of papers: full papers (8 pages) and position papers (4 pages). After a thorough review and discussion process, the program committee and organizing committee accepted two full papers and four position papers for inclusion in the program.

The primary goal of this workshop is to facilitate the interaction among researchers from domains who do not usually have the opportunity to interact. As a result, this workshop always generates interesting and lively discussions. We expect that the papers accepted for this year’s program will provide the necessary context and discussion points to once again have interesting and productive discussions. The organizing committee is committed to devoting a significant portion of the workshop time to small and large group discussions. Due to the large amount of time devoted to discussion, we encourage participation from interested researchers who do not have a paper on the program.

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