Message from the Workshop Chairs
SEmotion 2016


SEmotion 2016 addresses the opportunities and challenges of combining affective computing studies with research on human aspects in software engineering. On the one hand, we aim at investigating the impact of affective states (emotions, moods, attitudes, personality traits, etc.) on individual and group performance, commitment, and collaboration in software engineering. On the other hand, we aim at fostering discussion on issues posed by exploiting affective computing as a new method for empirical software engineering.

Leveraging emotion awareness in software engineering could enhance the development performance, the quality of software, the mood regulation within a project team, and lead to fruitful interactions with all stakeholders involved in the software engineering domain. Recent research has shown a significant impact of human affect on work performance and on team collaboration. This also applies for software engineering that involves people in a broad range of activities, where personality traits, moods, and emotions play a crucial role. For successful software engineering projects, stakeholders often need to experience positive affect (such as trust, appreciation, or positive feelings associated to rewarding), to agree on display rules for emotions and moods, and to hold mutual commitment to the project goals. Furthermore, personality traits, moods, and emotions contribute to the affective climate of a project or an organization, since affective states are constantly experienced and communicated through direct or computer-mediated interactions.

SEmotion naturally reflects a recent emerging trend to study the role of human affect in software engineering. Contributions on this topic have been presented and discussed in diverse conferences and workshops due to a lack of a dedicated forum. With this first edition of SEmotion, we aim at creating an international, sustainable forum for researchers and practitioners interested in the role of affect in software engineering to meet, present, and discuss their work-in-progress.

We have invited three paper categories, 6-page full papers, 4-page short position papers and 2-page poster and demo papers, to encourage submissions of contributions describing different stages of research, from position papers to full research reports. We are pleased to present a collection of five selected papers about empirical studies, theoretical models, as well as tools for emotion detection. Each of these papers and the other submissions went through a thorough review process that involved at least two reviewers. Papers were evaluated based on their originality, quality, and relevance to the workshop. Furthermore we invited key researchers with major contributions in this field to discuss their visions and share the state of their research with the community in form of a keynote, an invited talk/demo, and a practicum session. With this, the program includes a good mix of theory/practice, stable/ongoing, tool/methodology-oriented work. We hope that this mix will foster the discussion around the topic during and after the workshop.

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