Interdisciplinary Software Engineering

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The theme of this workshop was to consider the future of software engineering as an interdisciplinary activity by (a) identifying and challenging the assumptions which drive current software engineering processes, and (b) drawing on the models and techniques which are used in cognate, related disciplines, in order to transform software engineering into a more holistic, interdisciplinary activity which breaks down rigid barriers between disciplines, representations and processes.

During the workshop, the participants presented position statements identifying assumptions about current approaches to software engineering and relating experiences of using techniques from other disciplines that might be applied to software engineering problems and processes.

The problems, disciplines and techniques identified were organised into a framework and for the cells in the framework, we produced a brief explanation and an estimation of the level of take up of that technique in software engineering.

Based on the framework, the group planned the development of two of the papers that are included in this section. One of these presents the framework and its elements and the other discusses coverage of interdisciplinary software engineering in other established and emerging frameworks. The third paper in the section focuses on an interdisciplinary perspective of reuse in software engineering.

Participants in the workshop were: Pearl Brereton, Russ Bunting, François Coallier, Gene Hoffnagle, Grace Lewis, Mike Mannion, Nikolay Mehandjiev and Asma Sellami.