

**Call for Paper: 1st International Workshop on
Global Software Development for the Practitioner**

May 23, 2006 Shanghai, China

Collocated with the 28th International Conference on Software Engineering (ICSE 2006)

For more information, see the workshop website

<http://seal.ece.ubc.ca/gsd2006>

Important Dates

Paper Submission Deadline	1 February 2006
Acceptance Notification	22 February 2006
Camera-Ready Copy Deadline	7 March 2006
Workshop	23 May 2006 (Tentative)

Workshop Themes and Goals

Over the past decade IT professionals worldwide have witnessed the flourishing of global software development as a result of outsourcing and offshoring. While global software development is attractive with its offer of large talent pools and reduced labour cost, it is not the magic potion to project success. Managers and developers engaged in global software development agree that cross-site, cross-cultural projects “do not just happen.” Rather, projects are confronted by countless challenges, from project set-up, to progress control, to day-to-day communication, and even to managing of cultural issues. All of these issues can become serious obstacles that require careful examination and practical solutions.

The goal of this workshop is to provide a forum for researchers and professionals interested in global software development to meet and exchange ideas. In particular, this workshop will take the perspective of the practitioner and focus on tactics and techniques that will help software professionals navigate challenges in a global development environment.

Submissions

We solicit submissions that articulate success strategies and/or carefully-constructed case studies of global projects, including lessons learned, as well as empirical research papers with practical implications. Proposals of development models and techniques that facilitate global software development processes are also of interest. While the primary interest of this workshop is not on innovations of support tools, we also seek contributions that study how software processes and practices are supported and/or affected by such collaborative tools.

Topics of Interest

Relevant topics include, but are not limited to, the following:

- Software process and practice improvement
- Organizational models and strategies
- Project management (e.g., risk management, progress monitoring, quality control)
- Knowledge management
- Team communication and coordination
- Managing peopleware (e.g., cross-cultural conflicts, distributed collaboration)
- System architecture
- Productivity and quality issues
- IP protection and other legal aspects
- Education and training of practitioners involved in global projects

Submission Requirements

Submissions should follow the ICSE paper guidelines as found on the conference website at <http://www.isr.uci.edu/icse-06/cfp/paperformat.html> and are strictly limited to 7 pages. The accepted submissions will be published with ICSE 2006 proceedings and in ACM Software Engineering Notes. More details on the submission process will be published in time on the workshop website at <http://seal.ece.ubc.ca/gsd2006>.

Organizing Committee

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