

Call for Papers

The First Workshop on End-User Software Engineering (WEUSE I)

St. Louis, Missouri, USA
21 May 2004

(in conjunction with ICSE 2005)

In increasing numbers, end-user programmers are creating software such as spreadsheets, web applications, resource coalitions, and scientific simulations, using a wide range of programming languages and environments. The software these end-users create needs to be sufficiently dependable, and evidence suggests that it is not.

Many of the software development and dependability problems that end-users face can, theoretically, be addressed by methods and tools created by software engineering researchers for professional programmers. End-users, however, have different training, background, and motivations than professional programmers. The challenge for software engineering researchers wishing to help is to find ways to support end-users in their work while also respecting these differences. This challenge requires a fundamental paradigm shift from traditional software engineering research, and it will ultimately require interdisciplinary research involving specialists in software engineering, programming languages, human-computer interaction, empirical science, education, and cognitive psychology.

The First Workshop on End-User Software Engineering (WEUSE I) is a one-day workshop intended to focus on the challenges faced in helping end-user programmers create dependable software, with an emphasis on the opportunities for software engineering researchers who wish to address these challenges, but also with an eye toward the interdisciplinary aspects of the problems involved.

Prospective participants are invited to submit short papers (up to 5 pages) using the same format required by ICSE technical papers. Relevant topics include (but are not limited to) analyses or studies of end-user programming problems in specific end-user programming paradigms, techniques, tools, or environments for helping end-user programmers create more dependable software, empirical studies of end-user programmers, and explorations of interarea and interdisciplinary connections between software engineering and other fields, as they relate to end-user software creation.

Each accepted paper must have at least one author in attendance at the workshop. Submissions will be reviewed by at least two reviewers, with workshop relevance, paper content and quality, and ability to generate discussion as the criteria used to determine acceptance. Accepted papers will be published electronically in the ACM Digital Library, and made available online to participants.

Important Dates:

21 February 21 2005: Short papers due
21 March 2005: Notification about submissions
4 April 2005: Publication-ready papers/copyrights due
11 April 2005: Papers available electronically
21 May 2005: Workshop

Contact:

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