Call for Papers: **First International Workshop on Software Ecosystems (IWSECO'09)**

*Collaboration, competition, partnership and reuse*

http://www.softwareecosystems.org/workshop/

Sunday 27th of September 2009, in Falls Church, Virginia, USA

in conjunction with the **11th International Conference on Software Reuse**

http://icsr11.isase.org/

**Workshop Theme**

Software vendors no longer function as independent units, where all customers are end-users, where there are no suppliers, and where all software is built in-house. Instead, software vendors have become networked, i.e., software vendors are depending on (communities of) service and software component suppliers, value-added-resellers, and pro-active customers who build and share customizations. Software vendors now have to consider their strategic role in the software ecosystem to survive. With their role in the software ecosystem in mind, software vendors can become more successful by opening up their business, devising new business models, forging long-lasting relationships with partnership networks, and overcoming technical and social challenges that are part of these innovations.

A software ecosystem is a set of actors functioning as a unit and interacting with a shared market for software and services, together with the relationships among them. These relationships are frequently underpinned by a common technological platform or market and operate through the exchange of information, resources and artifacts. Several challenges lie in the research area of software ecosystems. To begin with, insightful and scalable modeling techniques for software ecosystems currently do not exist. Furthermore, methods are required that enable software vendors to transform their legacy architectures to accommodate reusability of internal common artifacts and external components and services. Finally, methods are required that support software vendors in choosing survival strategies in software ecosystems. We welcome papers that specifically address these topics.

The Workshop on Software Ecosystems aims to further increase the body of knowledge in this specific area of software reuse and software engineering by providing a forum to exchange ideas and discuss state-of-the-art results. It will build and shape the community of leading practitioners and research experts. Given the relevance of software ecosystems, and the rather unexplored scientific and industry contribution in this field, the workshop will deliver a state-of-the-practice overview of the available knowledge on software ecosystems, as well as an overview of challenges for further research.

**Relevant Topics**

Submitted papers shall address topics of interest to software ecosystems and software reuse. Topics of interest include, but are certainly not limited to:

- Software ecosystem modeling
- Software ecosystem practices and experience
- Formal modeling of business models
- Software business models
- Product software and software licensing
- Communities of practice and software reuse
- Economic impact of software ecosystems
- Software ecosystem creation
- Keystone and niche player survival strategy
- Architectural implications of reusability

API development
- Publishing APIs
- API compatibility over subsequent releases
- Software product management
- Software product lines
- Software development communities
- Software ecosystem orchestration
- Market-specific domain engineering
- Open source software ecosystems
- Virtualized software enterprises

**Workshop proceedings**

The proceedings of the conference will be published by LNCS. We are in search of a scientific journal for publishing of extended versions of the best papers.
**Paper preparation, submission and evaluation**
We welcome both research and industry papers to IWSECO. Submissions should conform to the LNCS format, and are limited to 15 pages in length, in English. They must be original and not submitted to or accepted by any other conference or journal. To encourage industrial participation we also welcome short industry papers and case studies (8 pages maximum). Papers should be submitted in electronic form (PDF) using EasyChair at https://www.easychair.org/login.cgi?conf=iwseco09.

**Organizing Committee**
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For inquiries please contact the organizing committee.

**Important dates** (All deadlines are 23:59 Apia, Samoa time)
03. July 2009: Deadline for workshop submissions
04. August 2009: Notification of authors
17. September 2009: Camera-ready papers due
27. September 2009: The International Workshop on Software Ecosystems

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