Call for Papers

Submission Deadline: 15 August 2014

For decades the **International Conference on Software Reuse (ICSR)** has been the premier event in the field of software reuse research and technology. The main goal of ICSR is to present the most recent advances and breakthroughs in the area of software reuse and to promote an intensive and continuous exchange among researchers and practitioners.

The 14th International Conference on Software Reuse (ICSR-14) will be held January 4–6, 2015, in Miami, Florida. We invite submissions on new and innovative research results in the area of software reuse. The guiding theme of ICSR-14 is:

Reuse for Dynamic Systems in the Cloud and Beyond

Software development faces new challenges when applications start to leave desktop computers and single servers to become more "mobile" and pervasive as required, e.g., for the Internet of Things and the Cloud. This phenomenon increases the demand for practical software reuse and generative approaches that avoid "re-inventing the wheel" on different platforms over and over again. In this context, non-functional aspects (such as performance and data security) are of special importance to guarantee a satisfying experience for users of cloud-based and other distributed systems.

Amongst the numerous important challenges, we identified the following major topics for research focusing on reuse in the context of dynamic and cloud-based systems:

- Generative and component/service-based development approaches for dynamic and cloud-based systems
- Reference architectures and frameworks for software reuse for highly dynamic and distributed systems
- Non-functional properties of dynamic systems based on reusable components, services, or product-lines

Beyond those novel challenges for software reuse, **we solicit submissions dealing with all aspects of software reuse including, but not limited to, the following:**

- Domain analysis and modelling, domain-specific languages
- Asset search and retrieval

- COTS-based development and reuse of open source assets
- Software product line techniques
- Generative development, model-driven development
- Architecture-centric reuse approaches
- Component-based reuse and service-oriented architectures
- Software composition and modularization
- Software evolution and reuse, and reengineering for reuse Quality assurance for software reuse, such as testing and verification
- Reuse of non-code artifacts (process, experience, etc.)
- Economic models of reuse as well as legal and managerial aspects of reuse
- Benefit and risk analysis, scoping
- Transition to software reuse and industrial experience with reuse
- Light-weight reuse approaches and agile reuse
- Reuse for mobile and ubiquitous applications

Paper Submission

Novel and well-founded work in the wider area of software reuse is highly welcome. We look for strong research work which might have a strong theoretical or empirical foundation. Theoretical work should in particular provide innovative ideas and should be based on a sound theoretical basis. Empirical work based on case studies, empirical research and experiments is also highly welcome. Industrial submissions describing practical experience are also strongly encouraged.

The proceedings of the conference will be published by Springer in its Lecture Notes in Computer Science series. Submissions must conform to Springer's Lecture Notes in Computer Science format, and are limited to 16 pages in length, in English. Short papers (up to 8 pages) are accepted as well and should be marked accordingly. The authors of accepted papers are required to follow the Springer guidelines in the preparation of the camera ready copy.

PC Co-Chairs

Ina Schaefer, TU Braunschweig

Ioannis Stamelos, U Thessaloniki

General Chair

Oliver Hummel, KIT

Important Dates

Submission: 15 August 2014

Notification: 26 September 2014

Camera Ready: 5 October 2014