

Call for Contributions

Inform the Chair: with the Title of your Contribution

Submission URL:

<https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=ICIW+2017+Special>

Please select Track Preference as **CWSSE**

Special track

CWSSE: Cloud and Web Services Software Engineering

Chair and Coordinator

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along with

ICIW 2017, June 25 - 29, 2017- Venice, Italy

The Twelfth International Conference on Internet and Web Applications and Services

<http://www.iaria.org/conferences2017/ICIW17.html>

Internet based applications have revolutionized our communication, social interaction, improved lifestyle, smart cities, and efficient businesses, etc. At the same time, we have also seen the large number of downfalls due to software failures. All research has shown this was mainly due to lack of adopting established software engineering practices. Now, the emergence of service and cloud computing has taken us all by surprise and its capabilities that offers will revolutionize to the next generation of applications along with the emergence of big data analytics and IoT (Internet of Things), IoE (Internet of Everything), etc. To sustain the next generation of cloud based applications, we need to make sure we adopt a systematic software engineering approach to developing secure cloud and web services. This conference opens a new approaches, processes, techniques, and technologies to apply across the new notion and a paradigm of Cloud and Web Software Engineering.

Service oriented software engineering and cloud software engineering have emerged to address software as a set of services which deal with user needs. Therefore a service may make call requests to a range of systems (integrated software applications) and hence the emphasis is on design flexibility. Earlier chapter considered a set of guidelines on when to choose objects, components, and web services. We need to understand the concept behind services and components before making our design choice. The main emphasis for choosing various design rationale is to manage change and flexibility in software design and to meet user requests for a range of random services. The issues of managing change support two perspectives such as business and technical.

There are many ways to define and implement services. Traditionally a service is invoked by direct human users which may not be the best definition with respect to current service-oriented paradigm which has emerged in recent years. In practice, services may provide capability for immediate use based on well defined behaviour, inputs, and outputs. Services should be managed to meet quality and other non-functional objectives. Services are organised to meet overall organisational goals such as business, customer satisfaction, social, employee training needs, and financial. Characteristics of services are customisable on the fly, and composable (services made up of services) thus creating Systems of Systems (SoS). In addition these are similar characteristics of open distributed and telecom frameworks. Service oriented computing allows to move from unmeasured to

measured economy by means of measuring service invocation, input versus output (GDP), employer sector, and employee activities.

Service and cloud computing involves several relationships amongst at least three major subject areas such as human activity (including study of psychology, knowledge sharing, requirements engineering, social sciences, understanding people and culture, ethnography), organisational and business processes (detailed study of management science, organisational structures, external and customer relationship management system), and web and computational services (detailed analysis of web enabled services, computational aspects, design attributes such as run-time re-configurability, integration, testing, componentisation).

Topics include, but not limited to:

Requirements Engineering for Service and Cloud Computing

RE models and visualization techniques for cloud service requirements including 3C models of cooperation, collaboration and communications, and Unified

Defining service abstraction and visualization

Agile Requirements Engineering for Cloud Computing

Automated tools and techniques

Business Process Management: BPMN tools and automated techniques to drive requirements and services

Cloud Software Engineering Project management

Cloudeconomics: the economics of cloud computing

Estimating and Measuring cloud computing projects

Cloud based software project management and software project management as a service (PMaaS)

Service point abstraction for measuring the complexity of cloud services

Cloud Software Engineering Design

View-Driven Cloud SE and Single Underlying Model (SUM)

Service components: UML, SoaML and CloudML

Service Design Paradigm for Cloud Computing

Cloud Testing, QoS, and Deployment

Testing cloud services: techniques, and tools

Agile based test approaches

Testing as a Service (TaaS): approaches, techniques, and tools

Important Datelines

- Inform the Chair: As soon as you decided to contribute
- Submission: ~~March 5~~ **May 17**
- Notification with comments for camera-ready: ~~April 5~~ **May 24**
- Registration: ~~April 20~~ **May 31**
- Camera ready: ~~May 12~~ **May 31**

Contribution Types

- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on www.iaria.org]

- Presentations: slide only [slide-deck posted on www.iaia.org]
- Demos: two pages [posted on www.iaia.org]

Paper Format

- See: <http://www.iaia.org/format.html>
- Before submission, please check and comply with the editorial rules: <http://www.iaia.org/editorialrules.html>

Publications

- Extended versions of selected papers will be published in IARIA Journals: <http://www.iaiajournals.org>
- Print proceedings will be available via Curran Associates, Inc.: <http://www.proceedings.com/9769.html>
- Articles will be archived in the free access ThinkMind Digital Library: <http://www.thinkmind.org>

Paper Submission

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Registration

- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at <http://www.iaia.org/registration.html>

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