

Topics

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The workshop topics involve research related to the social, human and economic aspects of software and its intersections and influences on reuse.

General topics of interest include but are not restricted to:

- Software development, design principles and tool engineering practices that influence (or are influenced by) social, human, and economic aspects
- Human aspects and their influence on software reuse
- Tools and processes to support organizational and cultural situations
- Psychological, sociological, human and economic features of software development
- Management and organizational aspects of software development
- Collaboration in software development and its relations with social, human, and economic aspects
- Trust in software teams
- Use of social networks and social media by software teams
- Community-based software development models such as open source, crowdsourcing, and public-private partnerships
- Knowledge management and organizational learning allied to social and human aspects in software development
- Influence of economic aspects on software reuse
- Impacts on acquisition and quality assurance
- Software models, platforms and ecosystems
- Issues related to licenses, intellectual property and patents
- Social, human and economic aspects in software reuse education
- Challenges and research perspectives
- Case studies, experimental studies and industry experience reports
- Systematic reviews and mapping studies