The Special Edition for Software Reuse of the Workshop on Social, Human, and Economic Aspects of Software (2nd WASHES) aims at bringing together researchers and practitioners who are interested in social, human, and economic aspects of software in order to discuss models, methods, techniques, and tools to achieve software quality, improve reuse and deal with the existing issues in this context. This special edition's main topic is "Challenges of Reuse and the Social, Human, and Economic Aspects of Software".

2nd WASHES will be held on May 29th, 2017 in Salvador, Brazil.

TOPICS

The workshop topics involve research related to the social, human and economic aspects of software and its intersections and influences on reuse. Human and social aspects in software reuse have been discussed by researchers and practitioners since methods, techniques, and tools affect (are affected by) stakeholders and their interactions. Similarly, software is a source of value for business in several organizations, representing the key factor for their economic success. 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 systematic mapping studies

SUBMISSION

Submissions can involve sound technical contributions from academia and industry; and new ideas, positions, or perspectives of research.

Papers submitted to the workshop must be unpublished original work and must not be simultaneously under review or submitted elsewhere. Page limit is 7 pages for full papers and 4 pages for short papers. All submissions must be in English, formatted according ACM format and submission guidelines, and submitted in either PDF or Postscript format through online upload to the workshop submission website at EasyChair.

EVALUATION CRITERIA

Each submission will be evaluated by at least three members of the program committee through a ***DOUBLE BLIND REVIEW PROCESS***. **Therefore, authors' names, contact information and references to previous works must be omitted from all submissions**. All papers will be judged on the basis of their clarity, relevance, originality, and contribution.

ACCEPTED SUBMISSIONS

Papers accepted for the workshop will be published in the ACM Digital Library. Please note that a full conference (not a student) registration is required for a technical paper to be published.

Author(s) of the best paper will be granted a certificate. The author(s) will be invited to submit an extended version of the best paper for evaluation/publication in a special issue of a selected journal (to be confirmed).

IMPORTANT DATES

Submission: April 24th, 2017 (***NEW DEADLINE***)
Notification: May 7th, 2017
Camera Ready: May 12th, 2017

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