Call for Papers International Workshop on the

Engineering of Software Services for Pervasive Environments ESSPE '07

(Satellite Workshop of ESEC/FSE 2007)

September 4, 2007 – Dubrovnik, Croatia

www.inf.unisi.ch/esspe07

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Workshop organized as an initiative of the PLASTIC consortium



Two emerging trends in information and communication technologies will begin to converge over the next 10 years. These are **Software Services** and **Pervasive Environments**. Both have received considerable individual attention from researchers, but the challenges of understanding the complexities of their interaction and integration have yet to be faced.

This workshop is intended to look specifically at the **software engineering issues** underlying the convergence of software services and pervasive environments. How do we design and develop services that can operate within a pervasive, ubiquitous, and highly dynamic computing environment, one that may involve activities spanning home, work, and nomadic movement? How do we provide guarantees of correctness, robustness, resilience, trust, and security when the number of devices, contexts, and users grows to encompass large portions of society and life? How do we maintain software systems whose component services may be developed by a variety of different organizations, and deployed and operated for many years?

Two kinds of contributions are sought: **short position papers** (not to exceed **5 pages** in the workshop format) describing particular challenges or experiences relevant to the scope of the workshop, and **full research papers** (not to exceed **10 pages** in the workshop format) describing novel solutions to relevant problems.

Topics of interest include:

- techniques and tools for requirements, design, implementation, testing, and maintenance
- specific designs and architectures
- performance analysis, experimentation, and simulation
- o robustness, resilience, trust, and security

- quality of service
- adaptability and selfmanagement
- o networking and middleware
- mobility and nomadic services
- applications and usability

All contributions will be published with copyright in the ACM Digital Library. The content of the contributions must be original: any portion of the contribution submitted to this workshop must not have been previously published or accepted for publication, nor can it be under submission elsewhere during the review period.

Important Dates

Workshop paper submission Workshop paper notification Camera-ready papers

04 June (firm) 25 June 01 July