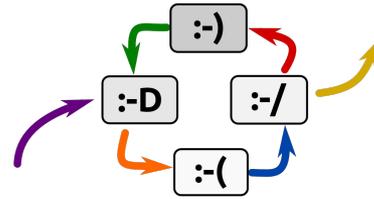


WASE'16

1st International Workshop on Affective Software Engineering



The aim of the 1st International Workshop on Affective Software Engineering is to share knowledge about the role and the impact of the human factors in the software development process and to promote affective computing methods applications in the field of software engineering.

In the field of Software Engineering technical and managerial issues have been thoroughly covered in numerous studies. However, software development depends also significantly on personal capabilities of involved people. It also requires intensive cooperation among individuals with different personalities. Therefore, factors such as mood, emotions, fatigue or emotional intelligence may have a significant impact on information technology projects. Interest in the role of the human factors in the processes of software development is growing. However, the research is focused mainly on Human-Computer Interaction (user perspective). Recent years brought new insights to apply the knowledge on human emotions in IT project management and software engineering.

Workshop welcomes submissions on social aspects of software development and design, as well as methods and tools development for affect recognition, interpretation and expression for software engineering.

Topics of interest:

- Affective aspects of software engineering
- Affect-oriented project management methods
- Software developers motivation methods and techniques
- Risks arising from the human factors in software development
- Influence of emotional states on IT projects
- Human-human interaction in software development process
- Monitoring the emotions of the IT project stakeholders
- Architecture's patterns and models for affective systems
- Affect-awareness in intelligent systems
- Mechanisms for affect-aware control
- User affect interpretation and analysis
- Usability and user experience evaluations based on emotion analysis
- Affective patterns, stereotypes and interventions

Important dates:

- Paper submission: April 18, 2016
- Position paper submission: May 30, 2016
- Acceptance decision: June 13, 2016
- Final version of paper submission: July 04, 2016
- Final deadline for discounted fee: July 31, 2016
- Conference dates: September 11-14, 2016

Venue

The conference will be held at the Gdansk University of Technology GUT, Poland. The conference venue is the new building of the Faculty of Electronics, Telecommunication and Informatics.

Gdańsk – a city of a more than 1000-year historical tradition, is located at the mouth of the Vistula River on the Baltic Sea. It is the capital of the Pomeranian Voivodeship and has got nearly 500 000 inhabitants. There are numerous higher education institutions here. Among this quite considerable group GUT is the largest technical university in the area and one of the oldest technical universities in Poland.

1st International Workshop on Affective Software Engineering is part of the FedCSIS Multiconference. Since 2012, Proceedings of the FedCSIS conference are indexed in the Thomson Reuters Web of Science.

Extended versions of selected papers presented during the conference will be invited for potential publication in:

- [IEEE Transactions on Affective Computing](#)
- [e-Informatica Software Engineering Journal](#)

More information

- [FedCSIS Conference website](#)
- [WASE'16 website](#)

Contact

- [Michał Wróbel, WASE'16 Chair](#)