

First European Workshop on Mobile Engineering (ME'13)

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Abstract: ME'13 focuses on potentials and challenges of mobile computing for the software engineering community. The workshop discusses emerging ideas, methodologies, frameworks, tools, as well as industrial experiences with the engineering and management of mobile services and applications, and aims at establishing a research community around these topics. Furthermore, the workshop provides an interactive exchange platform between the software engineering community and industrial practitioners in the mobile computing area.

1. Motivation

Mobile is becoming mainstream. Mobile devices are among the most sold computers in the world. For instance, Apple sold over 70 million iPhone 4S only in 2011; Samsung recently announced over 30 million sold Galaxy S III only in 2012. One of the reasons behind the mobile hype is the ever-growing power of mobile devices, which often outperform a typical five-year-old desktop computer. Moreover, mobile devices offer novel human-computer interfaces like touch-screens or speech recognition, and employ powerful sensors, such as GPS, gyroscopes, or video cameras. These interfaces and sensors enable a fully new spectrum of context-aware, personalized, and intelligent software services and applications.

The powerful, modern software frameworks and libraries, which enable the design of new mobile “apps” in several hours, together with the huge, highly dynamic user communities make mobile platforms very attractive also for developers. As of September 2012, over 700,000 applications are available in the Apple AppStore, more than 500,000 in Google Play¹. Download numbers are astronomic – around 1 billion per month in the Apple AppStore – thanks to the application distribution platforms, where users can buy and deploy apps with just one click.

Mobile brings new potentials and challenges for the software engineering community. As researchers and practitioners we need to ask ourselves whether common software

¹ <http://www.appbrain.com/stats/>

engineering tools, methods, and processes are appropriate for designing and maintaining mobile software services and applications, whether mobility has an impact on how software needs to be designed, and whether there are any special circumstances at all for our community – or whether mobile is only “yet another platform”. This workshop discusses issues, approaches, and tools regarding the engineering of mobile software applications and services.

2. Workshop Objective and Topics

The workshop objective is twofold. First, it aims at establishing a community around potentials and challenges provided by mobile services for software engineering research and practice. Second, it strives to identify open issues, novel approaches, and future research directions in the area of software engineering for mobile applications and services.

The topics of the workshop include, but are not restricted to:

- Requirements engineering for mobile services, in particular:
 - User communities, user involvement, and user feedback
 - Context aware mobile services
 - Usability, privacy, security, and performance
- Design and implementation of mobile services, in particular:
 - Tools, frameworks, and design patterns for mobile applications and services
 - Virtualization approaches
- Development environments and frameworks for mobile services and applications
- Mobile service deployment
 - App engines, app stores
 - Integration of mobile apps with conventional software systems
 - Beta testing platforms
- Case studies, success and failure stories on engineering mobile services
- Using mobile services by software engineering teams
- Mobile computing in software engineering education

3. Workshop Organization

Workshop Organizers:

- Walid Maalej, University of Hamburg, Germany
- Dennis Pagano, Technische Universität München, Germany
- Bernd Bruegge, Technische Universität München, Germany

Program Committee:

- Raian Ali, Bournemouth University, UK
- Arosha Bandara, Open University, UK
- Roberto Bertoldi, WIND, Italy
- Patrick Blitz, Weptun, Germany
- Tilo Boehmann, University of Hamburg, Germany
- Miguel Juan, S2, Spain
- Jan Marco Leimeister, University of Kassel, Germany
- Inah Omoronya, University of Glasgow, Scotland
- Martin Ott, Equinux AG, Germany
- Liliana Pasquale, Lero, Ireland
- Kurt Schneider, University of Hannover, Germany
- Norbert Seyff, University of Zurich, Switzerland