3rd International Workshop on Social Software Engineering

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Abstract: Software is created by people, with people and for people. These people work in varying environments. They have their particular backgrounds and act under different conditions. Thus understanding the human and social aspects of software engineering is crucial to understanding how methods and tools are used, and thereby improving the creation and maintenance of software systems as well as the management of software projects.

"Social Software Engineering" (SSE) focusses on the development of systems in highly uncertain domains, with evolving goals, frequent changes and much user involvement. SSE systems can often (but not exclusively) be found on the web. Related technical concepts are user feedback, mashups, perpetual beta. However, beneath technical expertise developing social software systems requires competency from other disciplines as diverse as psychology, organizational science or economics. Besides the advent of social software applications, software engineering research recognized in recent years that effective collaboration and knowledge sharing are essential in order to guarantee successful software development and maintenance. Methods and tools that support development teams must be based on interdisciplinary research efforts that investigate technologies, tools, processes and human factors in a holistic manner.

While both directions - engineering social software and dealing with social aspects in the software engineering process - receive considerable attention, we think that ultimately, both might confluence into a new software engineering paradigm. This workshop provided a forum for discussing high quality research on the social aspects of software engineering and the engineering aspects of social software, as well as a meeting place for the community that is currently distributed over several research domains (software engineering, knowledge management, web 2.0, human computer interaction).

1 Motivation and Goals of the workshop

In this workshop we brought together researchers and practitioners working on different aspects of collaboration and knowledge sharing in software engineering as well as the engineering of social software to discussed new results and future research challenges. Major topics addressed at the workshop included:

- Social and human aspects of software engineering
  - Collaboration and knowledge sharing in development teams and (Open Source) communities
  - Impact of Social Software on development processes

– Empirical studies on collaboration and information behavior in social software engineering

- Engineering social software

  – Engineering of lightweight and unobtrusive tools, Web 2.0 and Social Semantic Web applications

  – Approaches and tools for context-aware and personalized assistance

  – Particularities in the development of Social Software

- Social Software Engineering

  – Concerns of individuals in collaboration settings, such as learning, usability and incentives

  – Usage of Social Software to teach software engineering, teaching social aspects of software engineering

  – Research methods and approaches for analyzing and designing successful collaboration support

  – Scientific analysis of the relation between methods/processes, tools and collaborative development practice

2 Programme

Session I: Social Tools

- Jean-Marie Favre and Marc Quast: *Towards Social Information Systems*

- Swapneel Sheth, Nipun Arora, Christian Murphy and Gail Kaiser *weHelp: A Reference Architecture for Social Recommender Systems*

- Alexander Sahm and Walid Maalej *Switch! Recommending Artifacts Needed Next Based on Personal and Shared Context*

Session II: Social Requirements Engineering

- Steffen Lohmann and Thomas Riechert: *Bringing Semantics into Social Software Engineering: Applying Ontologies to a Community-oriented Requirements Engineering Environment*

- Alexander Felfernig, Philipp Ghirardini, Monika Mandl and Monika Schubert *Diagnosing Inconsistent Requirements Preferences in Distributed Software Projects*

- Norbert Seyff and Florian Graf *User-Driven Requirements Engineering for Mobile Social Software*

Keynote

- Bernd Brügge, Technische Universität München: *Opportunities for Social Software in Large-Scale Project Courses*

Open Space

- Important topics were identified and discussed in small groups

- Final round table discussion

3 Program Committee

- Andreas Auinger, University of Applied Sciences, Austria

- Mohamed Amine Chatti, RWTH Aachen, Germany

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- Markus Strohmeier, Institute of Knowledge Managment, TU Graz, Austria