

OOP Open and Original Problems **SLE** in Software Language **2014** Engineering

workshop at CSMR-WCRE 2014

Call for Papers

The OOPSLE workshop is a discussion-oriented and collaborative forum for formulating and addressing open, unsolved and unsolvable problems in software language engineering (i.e., research about languages for programming, modelling, markup, specs, etc). It can help you define your problems or verify them on the early stage with the community. We acknowledge the following list as non-exhaustive collection of examples of topics of interests of the workshop:

- * Defining an unsolved problem.
- * Identifying insufficiently studied problem areas.
- * Engaging in technological space travel.
- * Generalising and reformulating of well-known problems into an open challenge.
- * Assessment and comparison of solutions to an unsolvable problem.
- * Defining terms commonly used in various senses.
- * Presenting unconventional crossovers of popular research topics.
- * Making an overview of major problems hindering solution of a standing challenge
- * Designing open datasets and the way we could share and incorporate them.
- * Describing novel ideas which are problematic to validate.
- * Revealing solid negative results, failed experiments and disproven hypotheses.
- * Constructing future community experiments and competitions.
- * Critically reassessing a problem that is widely assumed to be solved.

OOPSLE is not a mini-conference, and therefore it is not necessary for the work to be conclusive yet. Each accepted paper is presented at the workshop as a brief summary of its main idea and a set of open questions to be discussed with the audience. Presenters will ask for input on how to proceed with experiments, validation or refinement of their ideas, collect opinions on the presented definitions, share similar experience. The workshop is planned to have short presentations and long discussions to stimulate direct collaboration afterwards.

After the workshop, all participants will be invited to submit a full paper to a special issue of the Electronic Communications of the EASST, an open access peer-reviewed journal. Journal submissions will undergo peer review by the members of the program committee consisting of researchers in software language engineering and reverse engineering.

Organisers: Anya Helene Bagge (University of Bergen),
Vadim Zaytsev (University of Amsterdam)

Deadline: 15 December 2013

More information on the website: <http://oopsle.github.io>
Current edition: 16 October 2013, 9:00 – 13:30