

Message from the Chairs

The Workshop on Social Software Engineering (SSE) focuses on the interplay between social computing and software engineering. On one hand, social factors in software engineering activities, processes and tools are useful for improving the quality of development processes and the software produced by them. Examples include the role of group awareness and multi-cultural factors in collaborative software development. On the other hand, social software mediates people-to-people communication, supporting human choices, actions and interactions with each other. Social software needs to accommodate a wide range of social concepts, such as trust, governance, reputation, and privacy. Being social, the software would also need to be receptive to users' choices and give them a voice in the design, operation and evolution decisions. The SSE workshop brings together academic and industrial perspectives to provide models, methods, tools and approaches to address these issues.

SSE has been held in Munich, Kaiserslautern, and Paderborn in conjunction with the Software Engineering conference (SE'08, SE'09, and SE'10) and in Szeged in conjunction with ESEC/FSE 2011. In 2009, we merged the original community with the SENSE workshop (Software ENgineering within Social Software Environments). In 2010, we merged with the SoSEA workshop (Social Software Engineering and Applications) held at ASE'08 and ASE'09, and called the conjoined workshop Social Software Engineering. At ESEC/FSE 2013, we combined with Web2SE workshop (the International Workshop on Web 2.0 for Software Engineering). Web2SE was a very successful workshop, hosted at ICSE (the International Conference on Software Engineering). Web2SE brought together researchers studying how social software impacted software engineering, and promoted ways in which Web 2.0 approaches and technologies could open up new opportunities for developers to form teams and collaborate. SSE'14 was collocated with ESEC/FSE in Hong Kong.

SSE'15 distinguishes between two kinds of papers: Full papers (which describe authors' novel and validated research work), Short position papers (which describe a new idea or work in progress). This year, we received 9 submissions from 4 countries (Finland, Germany, Italy, and Sweden). After three members of the Program Committee reviewed each submission, we selected 8 papers (5 full papers and 3 as short position papers). Papers were selected based on originality, quality, soundness and relevance to the workshop.

The fundamental objective of SSE is to socialize the software engineering process and to find novel ways for engineering the social features of software. We advocate openness to the individual and collective contribution of people and the crowd to support software design decisions. We also call for methods and mechanisms for software systems which are able to accommodate the wide range of social requirements of their stakeholders and users.

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