



**Innovations in Software Engineering Conference
(Formerly known as India Software Engineering Conference)
Tenth Edition of ISEC at LNM-IIT, Jaipur, India
5-7 [Sunday-Tuesday] February 2017**

ISEC is the annual flagship conference of ISOFT, the India chapter of ACM SIGSOFT (<http://isoft.acm.org>) under the umbrella of ACM India. The tenth edition of ISEC will be held at **LNM Institute of Information Technology, Jaipur, India on 5-7, February 2017 (refer to www.isec2017.in for more details)**. ISEC will bring together researchers and practitioners from across the world to share the results of their work. The goal of the conference is to provide a forum for researchers and practitioners from both academia and industry to meet and share cutting-edge advancements in the field of software engineering.

GENERAL CHAIR

Ravi Prakash Gorthi (Dept of CSE, LNMIIT, Jaipur)

PROGRAM CHAIRS, MOBILE SOFTWARE ENGINEERING TRACK

Padmaja Joshi (C-DAC, Mumbai)

Paola Inverardi (University of L'Aquila, Italy)

Scope (Mobile Software Engineering Track)

The number of mobile internet users in the works, especially in India, is increasing at a dramatic rate. By June 2016, India is estimated to have 371 million mobile internet users (238 million last year), as against 91 million non-mobile internet users (116 million¹ last year).

Many users who are switching from feature phones to smartphones are giving a massive scope for mobile applications, especially in the variety of native Indian languages, to influence the daily life of users. With multiple features like cameras, location, finger-print and other sensors,

wireless communications, television and streaming services, increasing on-device memory and storage space, mobiles are quickly replacing desktops and laptops as the device for online services. Though there is advancement in storage and CPU speeds, the mobile devices still face resource scarcity due to limitation in energy and size. Consequently, the development of mobile applications is becoming complex and presenting new challenges in software engineering. Cloud technology to enable easier integration and synchronization of cross-device apps developed for multiple devices (for example, cellular and wearable devices), Security in apps to prevent information leakage while balancing it with utility, M-commerce solutions to process transactions without cash or physical cards, New IoT devices and evolving standards for multi-sensor support and M2M automation, Data-analytics driven user-experience improvement in the use of tablets, smartphones and wearable devices, Multi-player mobile gaming and integration of social media with games are some of the challenges that we aim to discuss.

We aim to present the novel approaches to design, development, testing and evolution of mobile applications through MSE Track. These consist of mobile application architectures, issues in the development of applications for multiple devices using multiple languages, testing and deployment of cross-device applications, and analysis of mobile applications. The scope is not limited to only to mobile devices as smart phones but also to the mobile smart devices.

We solicit contributions in the following topics of mobile software engineering but not limited to :

<ul style="list-style-type: none"> • Development Environments and Tools • Programming languages, Hybrid and Native applications • Agile or Model driven development • Application and System security • Energy Efficient, resource aware development • Testing, Maintenance, Debugging techniques and tools • Analysis and Re-engineering of Mobile Apps • Cloud support and scalability • Empirical studies, Industry experiences 	<ul style="list-style-type: none"> • Static and Dynamic Analysis • User experience and New input devices • Applications of Mobile Apps <ul style="list-style-type: none"> ○ M-commerce, Health care ○ Fitness, Travel & Hospitality ○ Social, Enterprise • Emerging areas <ul style="list-style-type: none"> ○ User experience across Mobile devices like Smartphones, Wearable devices, Tablets ○ Mobile Middleware ○ Mobile Data Analytics ○ Internet of Things for Mobile
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Submission Details (Mobile Software Engineering Track)

Submissions should contain original research and sufficient detail to assess the merits and relevance of the contribution. The format of the papers should confirm to the ACM guidelines available at ACM publications link. We invite papers submissions under two categories; one of **Regular papers**, which should not exceed 8 pages including references in a standard ACM format and the second one of short papers which should not exceed 4 pages, .

Submission site: <https://easychair.org/conferences/?conf=isec2017>

(Select “Mobile Software Engineering Track” option)

For any queries, please write to: mobile_se_track@isec2017.in

IMPORTANT DATES

Abstracts Due	Sep 11, 2016	Notification of Acceptance	Nov 08, 2016
Full Papers Submission	Sep 18, 2016	Camera Ready Copy Due	Dec 20, 2016

Accepted papers will be published in the ACM Digital Library

Warning: It is ACM’s policy to forbid double submissions, where the same paper is submitted to more than one conference/journal concurrently. Any double submissions detected will be immediately rejected from all conferences/journals involved.