

CALL FOR PAPERS

2024 International Conference on Software Engineering Research & Development

Online & Tiako Center, Oklahoma City, OK, USA, October 1-3

Oklahoma International Publishing (OkIP) is pleased to announce the 2024 International Conference on Software Engineering Research & Development (SERD). The conference aims to bring together scholars from different disciplinary backgrounds to emphasize dissemination of ongoing research and development in the field. Proposals are solicited describing original works in fields below and related technologies. SERD will include a peer-reviewed program of technical, industrial and poster sessions. Accepted and presented full papers from the tracks below will be published by Oklahoma International Publishing and submitted for indexation in major abstract and citation databases of peer-reviewed literature. Extended version of best papers will be considered for Journal publication.

General and Social Aspects of SE

- Program Analysis, Synthesis and Repair
- Programming Languages and Compilers
- Specification and Modeling Languages
- Tutoring, Documentation Systems
- Software Engineering Standards and Guidelines
- Software Economics and Metrics
- Empirical Software Engineering
- Green and Sustainable SE
- Theoretic Approaches of SE
- Domain Modeling and Meta-modeling
- Aerospace Software and System Engineering
- Architectural Analysis and Verif. Methods
- Enterprise Software, Middleware, and Tools
- Quality Oriented Software Architecture
- Reverse and Architectural Recovery Methods
- Domain Specific Software Engineering
- Software Project Management Issues
- Measurement and Empirical SE

Software Design, Testing, Evolution and Maintenance

- Software Design and Design Patterns
- Software Evolution and Maintenance
- Software Modeling and Design
- Software Development(SD) | Process Modeling
- Formal Methods in SE | Software Product Lines
- Software Engineering Methodologies
- Software Reuse and Reverse engineering
- Configuration Management and Deployment
- Crowdsourcing Software Engineering

Technical Research & Industry Contribution

Full Paper: Accomplished research results (6 pages)

Short Paper: Work in progress/fresh developments (3 pages)

Poster/Journal First: Displayed/Oral presented (1 page)

Corporate Showcase & Exhibition

Booth: Display product and/or service offerings (1 page)

Oral: Present product and/or service offerings (1 page)

- Model Based Software Engineering
- Software Testing and Fault localization
- Agile Software Engineering and Development
- Validation and Verification
- Requirement Engineering and Processes
- Software Testing | Software Metrics
- Evaluation and Analysis Technologies
- Object Oriented Design and Analysis
- UML/MDA and AADL

Service Orientation and Human Interactions

- Service Oriented Software Architectures
- Service Oriented Requirements Engineering
- Middleware for Service Based Systems
- Service Discovery and Composition
- Software services | Software visualization
- Human Computer Interaction
- Usability Engineering | Gamification
- Multimedia in Software Engineering
- End-user software engineering
- Human and social aspects of SE

AI, Web-Based Environments and Adaptive Systems

- Multi-Agent Systems | Mobile Agents
- AI approaches to SE
- Agent Architectures & Ontologies
- Languages and Protocols
- Intelligent CASE Tools and Issues
- Mining Software Engineering Repositories

- E-Commerce Solutions and Applications
- Mobile Commerce Tech. and Applications
- Web, Text Mining and Semantic Web
- Autonomic Computing and Adaptive Systems
- Automated Software Engineering
- Automated Software Design and Synthesis
- Mobile applications
- Search-based Software Engineering

Emerging SE Technologies and Dependability

- Case Studies and Emerging Technologies
- Novel Software Tools and Environments
- Pervasive SE and Mission Critical Systems
- Trust, Reliability and Survivable Systems
- Software Assurance and Dependability
- Software Reliability and Security Methods
- Engineering of Safety

Distribution, Componentization and Collaboration

- Component Based Software Engineering
- Critical and Embedded Software Design
- Distributed and Parallel Systems
- Real-time Embedded Software Engineering
- Cloud Computing | Distributed SE
- Distributed and collaborative SE
- Workflow Management | Team-Based SD
- Computer Supported Cooperative Work
- Middleware, Frameworks, and APIs
- Parallel, Distributed, and Concurrent Systems
- Aspect Oriented Software Engineering

Student Poster & Career Fair

Graduate & Doctoral: Peer-reviewed Poster (1 page)

Undergraduate/High School: Selected Poster (1 page)

Recruiter Booth: Product/Service & Job offerings (1 page)

Workshop, Tutorial, Forum & Panel

Workshop, Tutorial & Tour: Proposal (1 page)

Executive Forum, Panel & Talk: Proposal (1 page)

For more information, submission details and important dates visit or contact:

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