SoMeT_17

The 16th International Conference on Intelligent Software Methodologies, Tools and Techniques

September 26-28, 2017

Kitakyushu, JAPAN.

Conference aims and objectives:

The 16th International Conference on Intelligent Software Methodologies, Tools, and Techniques (SOMET_17) will take place on September 26~28, 2017, in Kitakyushu city, Japan.

This event is a continuation of an existing series of SOMET. This conference series highlights and reflects the state-of-art and new trends on software methodologies, tools and techniques. You are invited to participate in SOMET_17 to help build a forum for exchanging ideas and experiences to foster new directions in software development methodologies and related tools and techniques. This conference is focused on exploring innovations, controversies, and challenges facing the Software Engineering community today. The conference brings together theory and experience to propose and evaluate solutions to Software Engineering problems. The conference also provides a forum and an opportunity to assess the current state-of-the-art in intelligent Software techniques and to chart software science initiated from experience to theory. This conference is an opportunity for us in the software science community to think about where we are and today and where we are going.

The area of this workshop, will emphasis on but not limited:

- Requirement engineering, especially for high-assurance system, and requirement elicitation
- Software methodologies, and tools for robust, reliable, non - fragile software design
- Software developments techniques and legacy systems
- Automatic software generation versus reuse, and legacy systems
- Software quality and process assessment for business enterprise models
- Intelligent software systems design, and software evolution techniques
- Agile Software and Lean Methods
- Software optimization and formal methods for software design
- Static, dynamic analysis on software performance model, software maintenance
- Software security tools and techniques, and related Software Engineering models
- Formal techniques for software representation, software testing and validation
- Software reliability, and software diagnosis systems
- Mobile code security tools and techniques
- End-user programming environment, User-centered Adoption-Centric Re-engineering techniques
- Ontology, cognitive models and philosophical aspects on software design
- Medical Informatics, Software methods and application for bio-medicine
- Artificial Intelligence Techniques on Software Engineering, and Requirement Engineering
- Software design through interaction, and precognitive software techniques for interactive software entertainment applications
- Creativity and art in software design principles
- Axiomatic based principles on software design
- Model Driven Development (DVD), code centric to model centric software engineering
- Medical Informatics and bioinformatics, Software methods and application for bio-medicine and bioinformatics
- Emergency Management Informatics, software methods and application for supporting
- Civil Protection, First Response and Disaster Recovery
- Others software Science disciplines (go to the conference home page for more details)

for more details refer to conference home page.

http://somet2017.iwate-pu.net/

General Chair

Hamido Fujita, Iwate Prefectural University, Iwate, Japan
e-mail : HFujita-799@acm.org

Organizing Chair

Hideyuki Takagi, Kyushu University, Fukuoka, Japan
e-mail : takagi@design.kyushu-u.ac.jp

Jun Sasaki, Iwate Prefectural University, Iwate, Japan
e-mail : jsasaki@iwate-pu.ac.jp

Co-Sponsored

NICT National Institute of Information and Communivations Technology

Microsoft Microsoft

Paper submission deadline: 31 March 2017
Acceptance letter: 15 May 2017
Final camera-ready form: 15 June 2017
Conference date: September 26-28, 2017