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**41st International Conference on Software Engineering**  
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# Software Engineering in Practice (SEIP)

## Call for Papers

The Software Engineering in Practice (SEIP) Track is the premier venue for researchers and practitioners to discuss insights, innovations and solutions to concrete software engineering problems. SEIP provides a unique forum for making connections, exchanging ideas, fostering innovations, and forging long-term collaborations for addressing software engineering research that impacts directly on practice. SEIP will gather highly-qualified industrial and research participants that are eager to communicate and share common interests in software engineering. The track will comprise invited and reviewed sessions, including paper presentations, reviewed talks, interactive sessions and lightning talks with a strong focus on software practice.

### Submissions

We are seeking the following types of submission. All submissions should be written in English.

**Full papers (8-10 pages, including figures, tables, appendices, and references):** Full papers address industrially-relevant problems through systematic investigations. For example, a full paper may describe an application and evaluation of basic research ideas to an industrially-relevant context, an empirical study of an industrially-relevant issue, a rigorous report of industrially-relevant experience, and so on. Negative results are encouraged as analysis of failures is rare. For example, determining in a principled way where or why current research cannot be applied on industrially-relevant problems is an important and often overlooked aspect of software engineering.

Full papers will appear in the ICSE SEIP Companion proceedings. IEEE Software will recognize the best paper of the SEIP track with an award at the conference.

**Talk proposals (2 pages):** Talks present practitioner-oriented topics that are likely to be relevant and interesting to both industrial and academic attendees. Talk proposals should include the title, the name and affiliation of each presenter, a short abstract (150 words), and up to 8 keywords. In addition the proposal should describe what the talk will be about, highlighting its key points and the reason why it is interesting to ICSE-SEIP attendees (500 words). Submissions should include a speaker biography and history, and can include supporting materials such as white papers or videos. Each accepted talk will be of 30 minutes duration and will be allowed two pages for an "extended abstract" in the ICSE SEIP Companion proceedings.

**Interactive proposals (2 pages):** This type of submission is aimed at practitioners, but should be attractive for all audiences. Interactive sessions will be 60 minutes' duration and will explore an aspect of practice in-depth. They may take the form of a goldfish bowl, or coding dojo, or 'live coding' for example, but should not aim to promote a specific proprietary tool or approach. We especially welcome new and thought-provoking ideas and formats, and encourage submitters to contact the chairs at any time with their suggestions (before making a formal proposal). Each interactive session will be allowed two pages for an "extended abstract" in the ICSE SEIP Companion proceedings.

### Further information

For further information please see the full SEIP call for papers on the ICSE 2019 website [2019.icse-conferences.org](https://2019.icse-conferences.org)

If you have any questions about this track please email [icse2019seip@gmail.com](mailto:icse2019seip@gmail.com)