

Preliminary Call for Papers

ISFST-2004

International Symposium on Future Software Technology 2004

<http://www.sea.jp/Events/isfst/ISFST2004/>
<http://www.nwu.edu.cn/page/xueshuyuandi/isfst/>

ISFST-2004 is the 8th International Symposium on Future Software Technology. The previous seven symposia in this series were successfully held in China since 1996. The series have been co-organized by SEA (Software Engineers Association) of Japan, UNU/IIST (International Institute of Software Technology of United Nations University), and the local host academic organizations.

This year, Northwest University (NWU) in Xi'an will be our host. Xi'an is the one of the oldest cities and have unique historical background and culture. As well as being an ancient walled city, Xi'an is famous for the "terracotta warriors", created over 2000 years ago for the mausoleum of Emperor Qin Shi Huang. All the attendees from other regions of China and visitors from outside China can enjoy their stay at Xi'an during the symposium.

The purpose of the Symposium is to review the recent progresses in software technology, to exchange various technical and business information, and to promote the sound industry-academia cooperation for future. It will provide a unique opportunity for practitioners, researchers and educators in software community to gather latest information and discuss the advances and the trends in the field. Program committee is looking forward to receive your submission of research papers, experience reports, and tool demonstrations related to the following topics. The unique feature of the ISFST symposia is that the program includes informal but intensive working group style discussion sessions besides ordinary-style paper presentations. Industry people are encouraged to propose specific discussion topics, demonstration of tools and/or report their experience instead of submitting regular papers.

1. Topics

Suggested topics include, but are not limited to:

Engineering:

- System/Software Development Paradigm (e.g.: OpenSource)
- System/Software Evolution and Maintenance
- Database/Knowledge/Data Mining, Discovery and Engineering
- Requirement, Product Line Engineering
- User-Interface, Architecture, Testing
- Methodologies, Modeling, Framework
- Web-based System/Software Engineering

Internet:

- Security, Web-based system (e.g.: Web services)
- Mobile and Multi Agent system

Management:

- Process, Project, Testing and Quality Improvement/Management
- Human Resource Development/Management
- Distributed/Concurrent/Cooperative Software Development/Management

Theory:

- Formal Methods, Algorithms, Logics, Fault Tolerance, Reliability
- Software Evaluation, Verification and Validation, Quality Assurance
- Communication, Multimedia, Graphics, Simulation, Languages
- Parallel/Distributed/Realtime computing

IT:

- Industry Experiences and Survey
- New Application Technologies and Domains (e.g.: eCommerce)
- Business Process Re-engineering,
- Cooperative Work Support, Education
- Object-Oriented Analysis/Design/Programming/Testing,
- Embedded Systems

2. Paper Submission

Submissions for a full paper or an extended abstract should be received no later than June 27, 2004 by the following address:

Email_Only_to: isfst2004-paper@media.osaka-cu.ac.jp

Paper submissions should contain title, author names and their affiliation and address, abstract, list of keywords and applying category of topics followed by the text within 5000 words in 6 pages.

Experience report submissions should contain title, author names and their affiliation and address, abstract, list of keywords and applying category of topics followed by the text within 2000 words in 4 pages.

Discussion topic proposals for working group sessions should contain title, proposer names, affiliation and address, list of issues to be discussed followed by proposer's position statement within 2 pages.

Tool demo submission should contain the name of the tool, author names and their affiliation and addresses, list of keywords, followed by the text describe tool function within 2 pages.

Only electronic submission in PDF, portable Postscript, OpenOffice or Word format via e-mail will be accepted.

Note: The paper should be written in english only. Helvetica (or Arial) and Time (New) Roman fonts only. Use local fonts free [author's kit](#) at:

<http://www.sea.jp/Events/isfst/ISFST2004/author-kit/index.html>

3. Important Dates

Submission deadline:	June 27 (Sun), 2004 GMT+8
Notification of acceptance:	August 22 (Sun), 2004 GMT+8
Final paper due:	September 19 (Sun), 2004 GMT+8

Paper selection will be based on originality and contribution to the topics. Papers are reviewed formally by more than two PC members and will be judged at the PC meeting on early August.

SEA, Japan will publish the symposium proceedings with ISBN number in CDROM after the symposium by compiling the papers accepted and presented at the symposium and the summary report of working group discussions, etc.

4. ISFST-2004 Staffs

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