ICSE 2001

May 12–19, 2001
Toronto, Canada

23rd International Conference on Software Engineering

Westin Harbour Castle Hotel

Advance Call for Participation

Today, the engineering of software profoundly impacts world economics. Prominent software failures and widespread changes, such as the Year 2000 problem and the European currency change, demonstrate how much the world economy depends on software. ICSE 2001, the premier conference for software engineering, will review what we have learned from these experiences and, in particular, how we can prepare for future, mass changes involving diverse software systems. For example, the software industry is implementing mass changes to use Internet technology to streamline the way businesses gather and distribute information. Furthermore, because the increased popularity of the Internet has brought electronic commerce to small businesses and individual consumers, the software industry is working to adapt both legacy and new applications to a network-centric environment. These changes involve exploiting Web-based user interfaces, component-based systems, and distributed cooperative information systems. Some of these changes, such as those that provide solutions to the Year 2000 problem, have fixed deadlines. However, minimizing time to market is critical for all businesses. These, and other events on the horizon that are equally vital to the survival of large and small businesses, make it imperative that the software engineering community develop infrastructures, methods, and tools to help effect mass software change.

ICSE offers a wide spectrum of tutorials, workshops, industrial experiences, and research results on software construction and evolution from legacy systems to object technology. We invite you to participate in ICSE 2001 to help us build an exciting forum for exchanging ideas and experiences in this ever expanding and critical field of software engineering. We invite submissions of various types on all aspects of software engineering: high-quality research papers, experience papers and practitioner reports; tutorial, workshop, and panel proposals; and exhibits, demonstrations, and posters.

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Important Dates

Technical Papers	August 28, 2000
Case Study Papers	August 28, 2000
Tutorial Proposals	October 16, 2000
Workshop Proposals	October 16, 2000
Panel Proposals	October 16, 2000
Doctoral Symposium	October 16, 2000
Research Demos	October 16, 2000
Posters	October 16, 2000
Exhibits	January 8, 2001

http://www.csr.uvic.ca/icse2001/

ICSE 2002

International Conference on Software Engineering

May 19–25, 2002

Buenos Aires, Argentina

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