

[Title]

CALL FOR PAPERS [Extended deadline]: SOMET 2022, Japan (HYBRID)

[Body]

The 21st International Conference on Intelligent Software Methodologies,
Tools, and Techniques (SOMET 2022)

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SOMET 2022: 20-22 September 2022, Kitakyushu, Japan

<https://www.somet2022.com/>

Paper submission deadline: **May 6, 2022** (extended, HARD DEADLINE)

The conference will be hybrid: it will be hold both online for those who cannot attend due to pandemic restriction, and on-sight for those who could make and able to attend.

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Dear Colleagues,

We would like to welcome your submission to SOMET 2022, which will be held in the beautiful city of Kitakyushu Japan on September 20-20, 2022.

About SOMET 2022

The SOMET conference highlights and reflects the state-of-art and new trends in software methodologies, tools, and techniques. You are invited to participate 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 today and where we are going.

Submission Details

Papers would be submitted through the CMT.

URL: <https://cmt3.research.microsoft.com/SOMET2022>

In the case of acceptance, please, send your Camera-Ready copy according to IOS format up to 12 A4 pages for Regular paper, and up to 8 pages for Short papers.

Note that the Final regular Camera Ready Copy paper size for accepted paper will be 12 pages, with the possibility to obtain optional more pages up to 8 additional pages (total allowed Camera Ready copy version 20 pages) if the paper is accepted. (<https://www.iospress.com/book-article-instructions>)

The final Camera-Ready copy, for inclusion in the: Book series: Frontiers in Artificial Intelligence and Applications and distributed at the conference.

This series is indexed in SCOPUS and selected by the Elsevier databases coverage.

Special Issue

Authors of the best selected papers can be invited to submit extended versions to a special issue of APPLIED INTELLIGENCE journal (IF 5.086).

<https://www.springer.com/journal/10489>

Tentative Keynote Speakers

Prof. Vincenzo Loia

University of Salerno, Italy

<https://scholar.google.it/citations?user=izBsqU4AAAAJ&hl=en>

Prof. Enrique Herrera-Viedma

University of Granada, Spain

<https://scholar.google.com/citations?user=g8ZXTuYAAAAJ&hl=en>

Prof. Volker Gruhn

University of Duisburg-Essen

<https://www.adesso.de/en/unternehmen/management/volker-gruhn.jsp>

Important Dates

Paper Submission: May 6, 2022 (extended, HARD DEADLINE)

Notification of Acceptance: June 7, 2022

Camera Ready Paper: July 7, 2022

Conference Dates: September 20-22, 2022

Topics of SOMET, 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

Please visit our conference website: <https://www.somet2022.com/>

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