

SOMET 2020

Sept. 22-24, 2020, Kitakyushu, Japan

<https://jsasaki3.wixsite.com/somet2020>

Organization

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Please refer to the Conference Website

<https://jsasaki3.wixsite.com/somet2020>

Important Dates

Paper Submission:

March 20, 2020

Notification of Acceptance:

May 20, 2020

Camera Ready Paper:

June 20, 2020

Conference Dates:

September 22-24, 2020

Sponsors



Kitakyushu City



Iwate Prefectural University

About SOMET 2020

The SOMET conference highlights and reflects the state-of-art and new trends on 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 and today and where we are going.

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

Submission Details

Papers would be submitted through the CMT.

URL: <https://cmt3.research.microsoft.com/SOMET2020>.

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

(<http://www.iospress.nl/service/authors/latex-and-word-tools-for-book-authors/>)

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.