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14th International Conference on
Open Source Systems

https://www.oss2018.org/

Athens, Greece - 8-10 June, 2018

OSS 2018

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IMPORTANT DATES
Full & Short research papers

January 29, 2018

Poster & Short Industry papers

February 19, 2018

Author notification

March 1, 2018

Camera-ready copy due

March 16, 2018

Early registration

April 9, 2018

Conference

June 8-10, 2018

CALL FOR PAPERS

SCOPE

Free/Libre Open Source Software (FLOSS) has had a disruptive effect on the software industry and the ways that organizations and individuals create, distribute, acquire, and use software and software-based services. Its adoption continues to grow among businesses, governments, and other organizations. FLOSS remains important for educators and researchers, as well as an important aspect of e-government, smart cities, and information society initiatives, providing access to high-quality software and the code used to create it. Open source enterprise software has reached its highest point of popularity, since more and more organizations recognize the benefits that FLOSS offers and, are bringing open source software into their processes and even building whole businesses around it. The implementation of open frameworks, containers and repositories allows companies and researchers to build on a homogeneous cloud infrastructure, where they care less about the infrastructure and more about the services that power it.

The FLOSS movement has created new kinds of opportunities such as the emergence of new business models, knowledge exchange mechanisms, and collective development approaches. It has also created new challenges, by introducing openness as a pervasive problem solving strategy in various problem domains. FLOSS can be complex, widespread and cross-cultural and consequently, requires an interdisciplinary understanding of their technical, economic, legal, and socio-cultural dynamics.

The goal of 14th International Conference on Open Source Systems, OSS 2018, is to provide an international forum where a diverse community of professionals from academia, industry, and the public sector, and diverse FLOSS initiatives can come together to share research findings and practical experiences. The conference is also a forum to provide information and education to practitioners, identify directions for further research, and to be an ongoing platform for technology transfer, no matter which form of FLOSS is being pursued.

OSS 2018 accepts submissions in the following categories: ***full and short research articles, short industrial and application papers and tool demonstrations***, and ***posters***. The page limit is 10 for full research articles, 5 for short articles, experience reports and tool demonstrations, and 2 for poster submissions. To allow for more complete and fully formatted reference lists, bibliographic references do not count towards the page limit. OSS 2018 also invites proposals for ***tutorials, workshops*** and ***panels***. More information on submission guidelines is available on the conference web site: http://www.oss2018.org. Accepted papers will be included in the ***conference proceedings***, which will be published in **Springer IFIP AICT Series**. Extended versions of selected papers will be invited to a ***special issue*** of the **Journal of Systems and Software**, by Elsevier.

TOPICS OF INTEREST

Open Source Enterprise Software and Solutions
- Open source software for private and public clouds
- Migration to open source software
- Open source software in Development and Operation tasks
- Scalability, reliability and security of FLOSS
- Container technologies and solutions
- Case studies and success stories

FLOSS as innovation
- Adoption / use / acceptance of FLOSS
- Publishing / dissemination / redistribution of FLOSS systems
- Expanding scientific research and technology development methods through openness
- Adopting innovation in FLOSS projects

FLOSS practices and methods
- FLOSS and traditional / agile development methods
- FLOSS and decentralized development
- Knowledge and documentation management in FLOSS

FLOSS technologies and applications
- Security of FLOSS
- Interoperability / portability / scalability of FLOSS
- Open standards / open data / open cloud / open hardware
- Reuse in FLOSS
- Architecture and design of FLOSS
- FLOSS for entertainment
- FLOSS for education
- FLOSS in the public sector
- FLOSS in new Technologies (IoT, Wearables, AR, etc.)

Economic / organizational / social issues of FLOSS
- Economic analysis of FLOSS
- Business models for FLOSS
- Maturity models for FLOSS
- FLOSS intellectual property, copyrights and licensing
- Non-Governmental Organizations and FLOSS

Integrating communities
- Challenges of building and maintaining open source communities
- Organization and interaction schemes in open source communities
- Models and classification schemes of communities
- Mining data from open source communities
- Experience reports and lessons about integrating communities