Aims and Scope
The systems we build are ultimately evaluated based on the value they deliver to their users and stakeholders. To increase value, these systems are subject to fast-paced evolution due to market unpredictability, complex and changing customer requirements, shorter time-to-market pressure, and rapidly advancing information technologies. To address this situation, agile practices advocate flexibility, efficiency and speed. Rapid continuous software engineering refers to the organizational capability to develop, release and learn from rapid parallel cycles, typically hours, days or very small numbers of weeks. This includes determining new functionality to build, evolving and refactoring the architecture, developing the functionality, validating and releasing to customers, and collecting experimental feedback from the customers to inform the next cycle of development.

The capability to perform all these activities in days or a few weeks requires significant changes in the entire software engineering approach, including parallelising activities, empowering cross-functional teams to allow for rapid decision making and lightweight coordination across teams. It also requires significant technical advances in the engineering infrastructure, including continuous integration and deployment, collection of post-deployment product usage data, support for running automatic live experiments to evaluate different system alternatives, e.g., A/B testing.

Reaching this goal requires crosscutting research which spans areas from process and organisational aspects in software engineering to technical aspects in the individual phases of the software engineering lifecycle. Rapidly developing and evolving software systems is important in control-flow oriented as well as data-centric systems, from internet services to cyber-physical systems, and many more. Still, the processes and technology need to respect the differences between these types of systems.

Topics of Interest
Topics relevant in the scope of the workshop include rapid continuous software engineering as described above and specifically the following, incomplete list:

- Continuous integration/deployment/delivery
- Agile practices and relations to software engineering phases or feedback from production
- Relations between agile practices and the specific development phases, e.g., requirements engineering, architectural design, programming languages, validation and verification
- Organizational aspects of agile processes
- Tools supporting continuous software engineering
- Application/system monitoring
- Live and automatic experimentation and quick feedback of experimental results
- DevOps practices and cloud-native applications for automated experimentation
- Usability/human computer interaction
- Rapid software evolution and maintenance
- Platforms and abstractions for runtime feedback

Paper Submission Details
We are soliciting full research papers (up to 7 pages), position papers (up to 4 pages), and industrial abstracts (1 page). Full research papers present original and evaluated research, position papers describe novel ideas, identified challenges, or experiences related to the workshop's theme, and industrial abstracts report from challenges and success stories from practice. The paper has to be submitted as PDF and has to follow the ICSE 2020 formatting and submission instructions (https://www.acm.org/publications/proceedings-template).

Please note, that this workshop does NOT use a double blind review process.

Further Information
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