Social software is built around an "architecture of participation" where user data is aggregated as a side-effect of using Web 2.0 applications. Web 2.0 implies that processes and tools are socially open, and that content can be used in several different contexts. Web 2.0 tools and technologies support interactive information sharing, data interoperability and user centered design. For instance, wikis, blogs, tags and feeds help us organize, manage and categorize content in an informal and collaborative way. Some of these technologies have made their way into collaborative software development processes and development platforms. These processes and environments are just scratching the surface of what can be done by incorporating Web 2.0 approaches and technologies into collaborative software development. Web 2.0 opens up new opportunities for developers to form teams and collaborate, but it also comes with challenges for developers and researchers. Web2SE aims to improve our understanding of how Web 2.0, manifested in technologies such as mashups or dashboards, can change the culture of collaborative software development.

Topics of interest

- Current use of Web 2.0 mechanisms by software developers
- Role of Web 2.0 technologies in software development
- Adoption of Web 2.0 tools by software developers
- Software development as a "socially open" process
- Using Web 2.0 tools to support informal communication in distributed teams
- Enhancements of development environments with regard to Web 2.0
- Tools that bring Web 2.0 into software development
- Mining Web 2.0 data from software repositories
- New opportunities in software engineering using Web 2.0
- Privacy challenges due to using Web 2.0
- Challenges for researchers studying Web 2.0 use by software developers

Workshop Goals

- Collect an overview of the latest developments with regard to the use of Web 2.0 technologies in software development
- Explore new opportunities that Web 2.0 creates in software development
- Investigate to which extent the "socially open" attitude of Web 2.0 applies to software development
- Explore how Web 2.0 technologies can be incorporated into and adapted to software engineering processes and methods
- Discuss potential risks of using Web 2.0 in software development
- Address challenges for researchers who are studying the use of Web 2.0 in software development

Workshop Format

Following a discussion to set the stage for the day, we will have presentations of accepted papers and posters, and working sessions on thought-provoking topics from the submissions. Throughout the workshop, participants will use Web 2.0 technologies such as Google Docs and twitter to collaboratively gather the findings from the workshops. The findings will be made available to all participants.

Submission and Publication

We welcome research papers (max. 6 pages) as well as poster and position papers (max. 2 pages) as submissions. The final version of the accepted papers will be published in the ICSE Proceedings and will also be made available during the workshop.

Papers must follow the ACM conference format and must not exceed the page limits, including figures and references. All submissions must be in English. Papers must be submitted electronically, in PDF format, using the submission website.