

CUSEC 2006 Presentations Package

The Canadian University Software Engineering Conference (CUSEC) is ready to celebrate its 5th anniversary.

CUSEC is a student organized conference promoting the Software Engineering field. Following the astounding success of 4 consecutive years, CUSEC is ready to celebrate its 5th anniversary with a resounding comeback to its city of origin, Montreal, Canada, on January 19th, 20th, and 21st, 2006.

The chosen theme this year is “Engineering Useful Software”. The conference has traditionally included corporate, academic and paper presentations as well as the National Software Engineering Competition. This year we will also incorporate tutorials, labs, as well as Career Fair and Corporate Expos.

The presentations team would like to extend to you an invitation to take part in CUSEC 2006. This document will present to you the various ways you or your organization can become a presenter.

What is CUSEC?

The Canadian University Software Engineering Conference is defined as the meeting point of interested (and passionate) Software Engineering students. Our priority is the promotion and development of the emerging Software Engineering field. We are thus distinguished by offering students, as well as teachers and professionals, a conference which combines purely scientific considerations with the industrial practical applications in the effervescent field of Software Engineering.

The conference is synonymous to new knowledge and personal enrichment. It is an occasion for passionate presenters to communicate their thoughts and works to an equally passionate audience. It also enables our corporate partners to make their companies known, to meet future graduates, and to be associated to a product of quality, innovation, and reliability.

Keynotes

Each year, CUSEC is built firmly around presenters who are renowned for their expertise in the conference’s theme. In the past, CUSEC had the great honor to receive the following presenters:

- **Kent Beck** - pioneer of the extreme programming (XP)
- **Dr. Peter Grogono** - director of the program of Software Engineering at the Concordia University
- **Hal Helms** - creator of the Fusebox method
- **Dr. Philippe Kruchten** - director of the developments of process, Rational Corporation (IBM)
- **Craig Larman** - the author of "Applying UML and Patterns"

- **Dr. Lionel C Briand** - Canadian Chair of Research in Engineering of Software Quality
- **Dr. David L. Parnas** - Professor of Software Engineering, SFI Fellow and Director of the Software Quality Research Laboratory at the University of Limerick
- **Joel Spolsky** - founder of the Fog Creek Software company and author of “User Interface Design for Programmers”
- **Alistair Cockburn** - best known for describing Software development as a Cooperative Game, helping craft the Agile Development Manifesto, and Use Cases

Presentations

This year, the conference theme is “Engineering Useful Software”, which carries us on the tracks of interesting presentations. The topics which our team determined as possible guidelines (although the presenters are not restricted to them) are:

- Requirements Engineering
- Verifications and formal methods
- Software processes
- Usability/Interaction Design
- Security
- Mobility and ubiquitous computing
- The business of software
- Test-driven development
- Software best practices
- Social software

For more information, visit <http://cusec2006.soen.info>

To become a presenter

If a member of your organization is interested in giving a presentation at CUSEC 2006 and interacting with passionate students, professionals, and world class keynotes, the following choices are available:

- 1. Industrial presentation**
 - a. Length: 45 minutes
 - b. Description: Expose the audience to your experience within a corporate environment. This may range from the usage of technology, team management to the software process and case studies.
- 2. Academic presentation**
 - Length: 45 minutes
 - Description: Academic presentations concentrate on the theoretical aspect of Software Engineering. Such presentations are mostly given by graduate students, professors, and research groups.
- 3. Tutorial / Workshop**
 - Length: 90 minutes

- Description: A tutorial will allow attendees to correlate the theory with the practice. It will feature interactivity and utilize a more hands-on approach. Tutorials require the speaker to show attendees how things are done, while workshops will have attendees going through drills with the speaker.

Important Dates

- Abstract Submission for Presentations: December 5th, 2005
- Notification of Acceptance: December 20th, 2005

Additional Information

For more information, please contact the Presentations team:

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Thank you for your collaboration

On behalf of the Presentations Team, CUSEC v5.0 (2006)

<http://cusec2006.soen.info>