

Preface

The present book includes extended and revised versions of a set of selected papers from the 11th International Conference on Evaluation of Novel Software Approaches to Software Engineering (ENASE 2016), held in Rome, Italy, during 27–28 April.

ENASE 2016 received 79 paper submissions from 28 countries, of which 14% are included in this book. The papers were selected by the event chairs and their selection was based on a number of criteria that include the classifications and comments provided by the Program Committee members, the session chairs' assessment, and also the program chairs' global view of all papers included in the technical program. The authors of selected papers were then invited to submit a revised and extended version of their papers having at least 30% innovative material.

The mission of ENASE is to be a prime international forum for discussing and publishing research findings and IT industry experiences with relation to the evaluation of novel approaches to software engineering. The conference acknowledges necessary changes in systems and software thinking due to contemporary shifts of computing paradigm to e-services, cloud computing, mobile connectivity, business processes, and societal participation. By comparing novel approaches with established traditional practices and by evaluating them against systems and software quality criteria, ENASE conferences advance knowledge and research in software engineering, including and emphasizing service-oriented, business-process driven, and ubiquitous mobile computing. ENASE aims at identifying the most hopeful trends and proposing new directions for consideration by researchers and practitioners involved in large-scale systems and software development, integration, deployment, delivery, maintenance, and evolution.

The papers selected to be included in this book contribute to the understanding of relevant trends of current research on novel approaches to software engineering. In particular, the contributions in this book address, *inter alia*, such fundamental topics as software quality management, model-driven engineering, user-centered engineering, formal methods, software process improvement, and software development and integration.

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