SPLASH 2016 workshop chairs' welcome

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SPLASH 2016 Workshop Chairs’ Welcome

It is our pleasure to welcome you to Amsterdam, The Netherlands, for the 2016 edition of the SPLASH Workshops.

Following its long-standing tradition, SPLASH 2016 will host 17 high-quality workshops, allowing their participants to meet and discuss research questions with peers, to mature new and exciting ideas, and to build up communities and start new collaborations. SPLASH workshops complement the main tracks of the conference and provide meetings in a smaller and more specialized setting. Workshops cultivate new ideas and concepts for the future, optionally recorded in formal proceedings. We invite you to explore the workshops program online at http://2016.splashcon.org/track/splash2016-workshops

This year we offered an early submission phase with submission deadline in January, particularly to allow for a more generous timeline for workshop organizers who planned to apply for SIGPLAN approval in order to publish formal proceedings, and a late phase with submissions due in March. All 23 workshop proposals (13 early, 10 late phase) received three single-blind reviews from members of the program committee. We were very pleased with the quality of the proposals, and based on the feedback from the reviewers we decided to accept 18 workshops (11 early, 7 late phase submissions). We would like to thank the members of the program committee for their dedication and valuable feedback which was instrumental in selecting the workshop proposals and assembling an exciting and educational workshop program at SPLASH.

Next, we introduce the accepted workshops:

AGERE 2016 – Programming based on Actors, Agents, and Decentralized Control
DLSDI 2016 – Domain-Specific Language Design and Implementation
DSM 2016 – Domain-Specific Modeling
FOSD 2016 – Feature-Oriented Software Development
ITSLE 2016 – Industry Track for Software Language Engineering
LWC@SLE 2016 – Language Workshop Challenge
META 2016 – Meta-Programming Techniques and Reflection
Mobile! 2016 – Mobile Software Development
NOOL 2016 – New Object-Oriented Languages
PLATEAU 2016 – Evaluation and Usability of Programming Languages and Tools
Parsing@SLE 2016 – Parsing Programming Languages
We are very happy that you are able to join us for this exciting event. Thank you for being part of this community, and once again, welcome!

Jan S. Rellermeyer  
Workshop Co-Chair  
IBM Research, USA

Craig Anslow  
Workshop Co-Chair  
Middlesex University, London, UK
SPLASH 2016 Workshops Organization

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