25ᵗʰ European Conference on Pattern Languages of Programs
EuroPLoP 2022

July 6-10, 2022, Kloster Irsee, Germany

Why come to EuroPLoP 2022?

Patterns represent practical experience and best practices, and EuroPLoP is the premier European conference on patterns and pattern languages.

Authors gain visibility by publishing patterns and get active, high-quality feedback that can significantly improve their pattern writing and daily activities.
Practitioners enlarge their network and increase visibility at EuroPLoP by meeting leading experts and practitioners, and getting feedback.
Academics gain from EuroPLoP' s intensive process of shepherding, reviews, and peer discussions at Writers' Workshops which will yield a high-quality publication:
Participants keep up-to-date with contemporary movements in software engineering and related topics, with in-depth discussions during EuroPLoP' s Writers' Workshops.

Accepted papers will be published in the ACM ICPS. Further elaborated accepted papers qualify for submission to the Springer journal LNCS Transactions on Pattern Languages of Programming (TPLoP).

EuroPLoP values

High-quality feedback - All submissions will benefit from an iterative shepherding process prior to the conference: an experienced pattern author will give you feedback and suggestions on how to improve your paper. In Writers' Workshops – the core of the conference – peers and experts will discuss your paper. You will receive in-depth, constructive feedback and insights to improve your paper further. If you wish, you may complement your paper with alternative media (e.g., short video clips linked from the paper) to get feedback on that format as well.

Share and learn - Patterns are an effective way to share knowledge about a domain. The interdisciplinary topics of the conference will provide you with new insights and inspiring ideas from other fields.

Theory and practice - EuroPLoP, with its creative and constructive atmosphere, attracts participants from both industry and academia. You will be part of a unique community of pattern book authors, researchers, and practitioners.

Important Dates

February 20, 2022	Deadline for initial paper submission
March 9, 2022	Acceptance for shepherding Start of shepherding
May 8, 2022	Deadline for improved paper version
May, 25, 2022	Acceptance notification; Registration opens
June 15, 2022	End of shepherding
June 22, 2022	Registration Closes Deadline for conference version of paper
July 6-10, 2022	Conference
Sept. 30, 2022	Deadline for proceedings version of paper
(always 23:59 AoE)	

Submission Process

The submission runs through three quality gates before the final proceedings will be published. After the first draft is accepted, your paper will be assigned to a shepherd. This is an experienced pattern author, who will provide feedback and suggestions on how to improve your paper. Following several iterations of shepherding, your improved second draft will be reviewed again and accepted or rejected for the conference. On acceptance, your paper will be discussed in the writers' workshop during the conference. Based on the feedback received during the workshops, you must submit a final revised version that will be published.

The submission system is available under https://europlop.net/content/submission

Submission Format

The final submission for publication must be formatted using the single-column ACM primary article template https://www.acm.org/publications/taps/word-template-workflow but for the drafts and intermediate versions, you can use any format. However, we encourage you to use the ACM format right from the beginning to avoid layout problems in the end. If you don't intend to publish with ACM, you can choose whatever format you like. We recommend 10 pages as a guideline and especially welcome shorter papers. Longer papers are also possible but bear in mind that the writers' workshop might decide to focus only on a part of your paper. Have a look at the introductory information pack for examples.
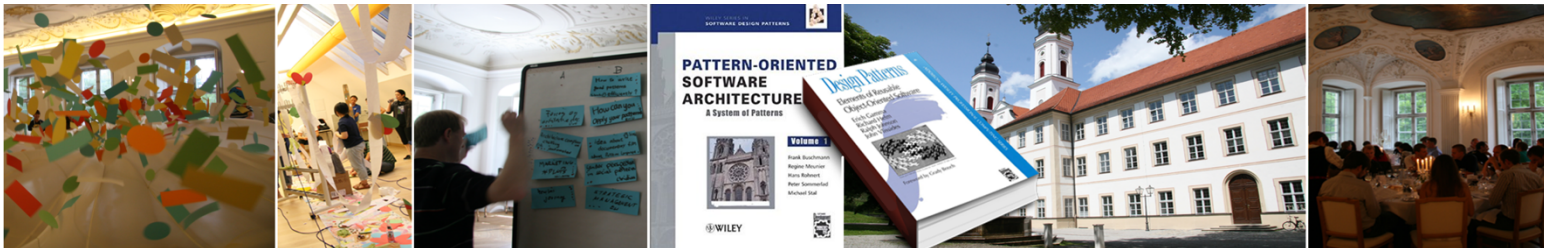
Focus Group Proposals

EuroPLoP also welcomes focus group proposals. Focus groups are 1 to 2 hours workshop sessions where you present or elaborate a pattern-related topic. You can also propose and experiment with other session formats. Your submission should briefly sketch how you will organize your session, its time budget, and the required number of participants.

Program Committee

Andreas Fießer	Lise Hvatum
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https://europlop.net

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Call for Pattern Papers

The EuroPLoP conference accepts papers on patterns, pattern languages, their theory, and their practical application. It focuses on topics related to computing, including software engineering, programming, design, education, organizational, and management topics. EuroPLoP is open for synergies with other fields and therefore accepts up to 20% of pattern papers on non-computing topics.

Tracks

The writers' workshops will focus on the following tracks*:

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Paper
Submission
Deadline

20 Feb 2022
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A. **Software/Systems Engineering, Classical Software Design Patterns**
   - Patterns in software and systems architecture, design, and implementation
   - Patterns in Human-computer-interface (HCI) design and architecture
   - Patterns for improving software quality and software verification
   - Reports, studies, or empirical evaluations of using patterns and pattern languages
B. **Modern Development and Operations Paradigms**
   - Patterns in agile processes, e.g., Scrum, DevOps, CI/CD, Twelve-Factor Apps
   - Patterns in API Design & Management, Microservices, SOA, Serverless Computing
   - Patterns in Domain Driven Design (DDD), Model-driven Development and Engineering
C. **Patterns in Business, Organization, Innovation, and Requirements Engineering**
   - Patterns for business, organization, requirements engineering, and process management
   - Patterns for design thinking / lateral thinking, innovation processes, and creativity
   - Patterns for transformations of corporate processes and alternative business cultures.
D. **Education and Learning Patterns**
   - Patterns in education, collaboration, and interdisciplinary topics
   - Reports of using patterns in education
   - Gamification patterns
E. **Patterns in the Internet of Things / Cyber-Physical-Systems**
   - Patterns in (Industrial) IoT, Cyber-Physical-Systems, embedded devices, control systems
   - Hardware/Software Co-Design patterns
   - Patterns about safety, security, reliability, or dependability in general
   - Patterns for cloud/fog/edge/embedded environments and isomorphic computing
F. **Patterns in Emerging Topics**
   - Hyper-automation, robotic process automation, digital transformation, Industry 4.0 patterns
   - Blockchain, smart contracts and decentralized systems patterns
   - Patterns for AI and machine learning
   - Patterns for virtual reality, augmented reality, mixed reality, and immersive applications
   - Patterns for multi-experience environments and people-centric smart spaces
G. **Meta Topics**
   - Theoretical arguments about patterns
   - Empirical evaluations of patterns and pattern languages

*) The exact assignment of topics to writers workshops may change due to balancing reasons

We are looking forward to receiving your contribution!

If you have any questions, please do not hesitate to contact us:
- Conference Chair: Cesare Pautasso, USI, Lugano, Switzerland, c dot pautasso at ieee dot org
- Program Chair: Tiago Boldt Sousa, Faculty of Engineering, University of Porto, Portugal, tiagoboldt at gmail.com

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