VikingPLoP 2017

March 30th to April 2nd 2017 at the shore of Schleswig-Holstein

Join an extraordinary conference on patterns of good practice

VikingPLoP calls the daring to participate the adventure of 2017. We have wandered all over Europe since 2001 and we are not done yet. Authors, pattern enthusiasts, pluck up your courage and join us!

VikingPLoP, the travelling pattern conference, is an excellent venue to meet pattern experts and to exchange knowledge about patterns. The conference helps you to learn more about patterns, to receive feedback on your own work, and to discuss it with fellow pattern enthusiasts. We especially encourage new-comers and non-academic pattern enthusiasts to participate in the conference. An open and supportive atmosphere makes VikingPLoP a great opportunity to get familiar with patterns and the pattern community.

The core of VikingPLoP is a series of writers' workshops where authors work together to improve their papers. Before papers are accepted for a writers' workshop, they are shepherded. This means that an experienced author will discuss your paper with you, so that you can refine your paper prior to the conference. After shepherding, reviewed and accepted papers will be discussed at the conference in a writers' workshop. After the conference, you refine your paper with the feedback from the workshop and then submit the camera-ready version for the proceedings (ACM DL). Submitting a paper to VikingPLoP gives you a good opportunity to get intensive feedback and other opinions on your work through shepherding and through the writers' workshops.

Location

This year the Vikings sail their boats across the **Baltic Sea to the shore of Schleswig-Holstein, Germany** to the Stranddorf Augustenhof, Grube/Schleswig-Holstein, Germany.

The event takes place from **March 30th to April 2nd 2017** and our venue will be right at the beach. Tough folks can run their writers' workshop in the sand but we will also have cozy rooms for inspired discussions. During the conference we will live in small houses in a beach village – a perfect place to discuss and reflect on patterns.

Submissions

VikingPLoP accepts papers containing patterns or pattern languages on software, its creation and its use, as well as experience reports and papers related to the theory and application of patterns.

Papers submitted to VikingPLoP cover a wide range of subjects, from technical challenges to social and organizational issues. We expect topics from various domains, including:

- Embedded systems, distributed control systems, and other low level systems
- Software development: design, architecture, management, logistics, and processes
- Human computer interaction (user-interface aspects and novel modes of interaction)
- Pedagogy and education (both professional training and classroom teaching)
- Business and organizational questions

Important Dates

2016 December 19th: Short requisition application (Abstract)
2017 January 4th: Complete requisition application (Complete initial paper)
2017 January 15th: First training period (Start of shepherding)
2017 February 13th: Demonstration of competence (Second draft deadline)
2017 February 20th: Announcement of the heroes (Paper acceptance notification)
2017 February 28th: Blood oath (Registration)
2017 March 10th: End of training & Final plan announcement (Conference version deadline)
2017 March 30th-April 2nd: The journey (Conference)
2017 August 30th: Valhalla entrance day (Final version deadline)

Program committee

Bogdana Botez
Veli-Pekka Eloranta
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Marko Leppänen
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Conference organization

For more information please contact the conference chairs:
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Visit our website:

www.vikingplop.org