Welcome to the Second International Workshop on Emotion Awareness in Software Engineering (SEmotion'17)! This workshop, held at ICSE 2017, follows the first edition held at ICSE 2016. The workshop’s aim is to create an international, sustainable forum for researchers and practitioners to meet, present, and discuss work on the role of affect and emotion in software engineering.

Affective computing is the study and development of systems and devices that can recognize, interpret, process, and simulate human affect, i.e. the experience of feeling or emotion. In the last decade, research has shown how affective states influence work performance and team collaboration. This also applies to software engineering, an inherently collaborative activity involving people in a broad range of collaborative tasks where personality, moods, and emotions play crucial roles.

To ensure the success of software engineering projects, stakeholders must experience positive affect, agree on display rules for emotions, and share mutual commitment towards project goals. By leveraging emotion awareness in software engineering, we can enhance development performance, improve software quality, help regulate the mood of a project team, and promote fruitful interactions between software engineering stakeholders.

SEmotion’17 addresses the opportunities and challenges of employing affective computing in software engineering. First, we investigate the impact of affective states (emotions, moods, attitudes, personality traits, etc.) on individual and group performance, commitment, and collaboration in software engineering. Second, we foster discussion on issues posed by exploiting affective computing as a new method for empirical software engineering.

We are pleased to present a collection of twelve selected papers about empirical studies, theoretical models, and design of SE-specific tools for emotion detection. We invited three paper categories: 6-page full papers, 4-page short position papers and 2-page poster and demo papers, to encourage the submission of contributions describing different stages of research. Each paper went through a thorough review process with at least three reviewers. Papers were evaluated based on their originality, quality, and relevance to the workshop. Authors of distinguished papers are also invited to submit an extended version of their contributions to the special issue on “Affect Awareness in Software Engineering” in the Journal of Systems and Software.

Based on the recommendations of the program committee, we accepted 6 full papers, 4 short papers and 2 poster/demo papers into the workshop. The papers cover a range of topics relevant to SEmotion themes, from studying the impact of emotions in software development, to recognizing and leveraging the user affective feedback, to designing SE-specific tools for emotion awareness in software engineering. Multimodal recognition of emotions is also addressed, exploiting natural language processing techniques as well as sensor-based affect detection using physiological parameters. The program includes a good mix of theory and practice, stable and in-progress research, as well as tool and methodology-oriented work. We hope that this mix will foster discussion around the topics during and after the workshop.

We thank the members of our program committee for their support to SEmotion: Raian Ali, Roman Bednarik, Kelly Blincoe, Fabio Calefato, Daniela Damian, Giuseppe Destefanis, Prasun Dewan, Daniel Graziotin, Hideaki Hata, Filippo Lanubile, Seok-Won Lee, Mika Mäntylä, Viviana Patti, Chris Parnin, Ayushi Rastogi, David Redmiles, Alexander Serebrenik, Bonita Sharif, Janet Siegmund, Michal Wróbel.

Sincerely,

Nicole Novielli, Andrew Begel and Walid Maalej
SEmotion 2017 Co-chairs