PLATEAU 2014

October 20 or 21, 2014

Fifth Workshop on Evaluation and Usability of Programming Languages and Tools
Portland, Oregon, United States
Workshop held in conjunction with SPLASH 2014
http://2014.splashcon.org/track/plateau2014

Theme

Programming languages exist to enable programmers to develop software effectively. But how efficiently programmers can write software depends on the usability of the languages and tools that they develop with. The aim of this workshop is to discuss methods, metrics and techniques for evaluating the usability of languages and language tools. The supposed benefits of such languages and tools cover a large space, including making programs easier to read, write, and maintain; allowing programmers to write more flexible and powerful programs; and restricting programs to make them more safe and secure.

PLATEAU gathers the intersection of researchers in the programming language, programming tool, and human-computer interaction communities to share their research and discuss the future of evaluation and usability of programming languages and tools.

Areas of interest include, but are not limited to:
- empirical studies of programming languages
- methodologies and philosophies behind language and tool evaluation
- software design metrics and their relations to the underlying language
- user studies of language features and software engineering tools
- visual techniques for understanding programming languages
- critical comparisons of programming paradigms
- tools to support evaluating programming languages
- psychology of programming

Submission Details

PLATEAU encourages submissions of three types of papers:

Research and position papers: We encourage papers that describe work-in-progress or recently completed work based on the themes and goals of the workshop or related topics, report on experiences gained, question accepted wisdom, raise challenging open problems, or propose speculative new approaches. We will accept two types of papers: research papers up to 8 pages in length; and position papers up to 2 pages in length.

Hypotheses papers: Hypotheses papers explicitly identify beliefs of the research community or software industry about how a programming language, programming language feature, or programming language tool affects programming practice. Hypotheses can be collected from mailing lists, blog posts, paper introductions, developer forums, or interviews. Papers should clearly document the source(s) of each hypothesis and discuss the importance, use, and relevance of the hypotheses on research or practice. Papers may also, but are not required to, review evidence for or against the hypotheses identified. Hypotheses papers can be up to 4 pages in length.

Papers will be published in the ACM Digital Library at the authors' discretion.

Important Dates

Workshop paper submission due – August 1, 2014
Notification to authors – August 22, 2014
Early registration deadline – September 19, 2014

Keynote
Josh Bloch, former Chief Java Architect at Google and Distinguished Engineer at Sun Microsystems.

Workshop Organizers
Thomas LaToza, University of California, Irvine
Joshua Sunshine, Carnegie Mellon University
Craig Anslow, University of Calgary

Program Committee

Jennifer Baldwin, University of Victoria	Leo Meyerovich, Graphistry
Andrew Begel, Microsoft Research	Gail Murphy, University of British Columbia
Andrew Black, Portland State University	Emerson Murphy-Hill, North Carolina State University
Alan Blackwell, University of Cambridge	James Noble, Victoria University of Wellington
Jeffrey Carver, University of Alabama	Chris Parnin, North Carolina State University
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Thomas Fritz, University of Zurich	Andreas Stefik, University of Nevada, Las Vegas
Stefan Hanenberg, University of Duisburg-Essen	Chris Scaffidi, Oregon State University
Matthias Hauswirth, University of Lugano	Éric Tanter, University of Chile
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