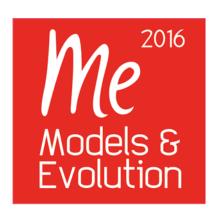
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ME 2016 – Models and Evolution Workshop Proceedings

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Preface

The Models and Evolution (ME) 2016 workshop addressed the evolution of artefacts of the modelling process, as inspired by analogous evolution required by software artefacts, with input from academic as well as industrial practice.

With the increasing use of model-based development in many domains, such as automotive software engineering and business process engineering, models are starting to become core artefacts of modern software engineering processes. By raising the level of abstraction and using concepts closer to the problem and application domain rather than the solution and technical domain, models become core assets and reusable intellectual property, being worth the effort of maintaining and evolving them. Therefore, models increasingly experience the same issues as traditional software artefacts, i.e., being subject to many kinds of changes, which range from rapidly evolving platforms to the evolution of the functionality provided by the applications developed. These modifications include changes at all levels, from requirements through architecture and design, to executable models, documentation and test suites. They typically affect various kinds of models including data models, behavioural models, domain models, source code models, goal models, etc. Coping with and managing the changes that accompany the evolution of software assets is therefore an essential aspect of software engineering as a discipline.

The tenth edition of the Models and Evolution workshop was co-located with ACM/IEEE 19th International Conference on Model Driven Engineering Languages and Systems and represented a forum for practitioners and researchers working on the topic of evolution in modeling. We received ten papers out of which nine papers (five short papers, four long papers) were selected for inclusion in the proceedings. The accepted papers cover many different aspects of evolution in modelling including, but not limited to

- industrial practices and ecosystems,
- model evolution and co-evolution,
- model comparison,
- model synchronization,
- model change recommendation,
- model slicing, and
- anti-patterns in models.

The Models and Evolution workshop is existing in different forms since 2007. Before 2010 it was known as MoDSE and MCCM. Each edition received high attention and enough submissions for concluding that this is and remains a current and relevant topic in the theory and practice of model-based development. Thus, we would like to thank the authors—without them the workshop simply would not exist—and the program committee for their hard work.

September 2016

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