

In conjunction with EDOC 2024 + CBI 2024
The 16th Workshop on
Service oriented Enterprise Architecture for Enterprise Engineering

*For engineering elastic and sustainable enterprises in the era of Computing Continuum
could EA notations still be a lingua franca?*

SoEA4EE'2024

September 9-13, 2024, Vienna, Australia

<http://www.soea4ee.org/>

Enterprise Engineering (EE) is the application of engineering principles to the design of Enterprise Architectures (EA). It enables deriving the Enterprise Architecture from the enterprise goals and strategy, and aligning it with the enterprise resources in the Computing Continuum. Enterprise architecture maps the enterprise goal and strategy to the enterprise's resources (actors, assets, IT supports) and supports the evolution of this mapping. It also provides documentation on the assignment of enterprise resources to the enterprise goals and strategy, e.g., for establishing new business models such as platforms.

The SoEA4EE workshop focuses on the paradigm of encapsulating digital resources and capacities as services for enterprise architecture. The workshop aims to develop concepts and methods to assist the engineering and management of service-oriented enterprise architectures (SoEA) and the software systems supporting them in the Computing Continuum.

Topics for Discussion

During the workshop we will discuss the following topics:

1. Digital enterprises, Industry 4.0 and Platforms in the Computing Continuum
 - New trends in digitization for EA and EE e.g. Industry 4.0, platforms
 - Impacts of digitized products on EA
 - EA - contributions and challenges for digital transformation, Industry 4.0, and platforms
 - Fitting SoEA with cloud, edge, fog computing
 - Pervasive service ecosystems
 - Context awareness and service orientation in ubiquitous computing
2. SoEA and influence of Artificial Intelligence, social information systems, and big data in Enterprise Engineering
 - Trends in SoEA to use the capabilities of Artificial Intelligence, social information systems and big data (volume, variety, velocity, veracity)
 - Impacts of Artificial Intelligence, social information systems, and big data on the SoEA
 - Use of ChatGPT, etc. as component of Enterprise Architecture
 - Generative AI as tool in Enterprise Engineering
3. Alignment of the enterprise goals and strategy with the SoEA
 - Interdependencies between services and business goals
 - Concepts and methods to align services with the business strategy
 - New potentials and trends created by services to reengineer business processes
 - Quality issues and non-functional requirements for SoEA
 - Coherence of services with compliance requirements (among others, GDPR, ISO/IEC 27001 and 27002, ISO 15408)
4. Design of SoEA
 - Specifications of business, software, platform, and infrastructure services
 - Matching business services with business processes
 - Lifecycle of business, software, platform, and infrastructure services
 - Data-driven monitoring of the fulfilment of non-functional requirements (big data, IoT, ...)
 - Benchmarks and key performance indicators for services
 - Approaches the continual improvement of services
5. Governance of SoEA
 - Impacts of SoEA on the compliance and governance requirements
 - Meta-services for business, software, platform, and infrastructure services
 - Building service (value) nets -consisting of business, software, platform and infrastructure services
 - Meta-services for cloud-environments
 - Impacts of VUCA (Volatility, Uncertainty, Complexity, Ambiguity) on the governance of EA

Submission

Full papers describing mature results are sought. In addition, idea papers may be submitted to facilitate discussion of recent research results and ongoing projects. Industry experience reports that provide new insights gained in case studies or when applying service-oriented EA for enterprise engineering are also welcome. The paper selection will be based on the relevance of a paper to the main topics and its quality and potential to generate relevant discussion. All contributions will be peer-reviewed based on the complete version.

Please note that all submissions (10 to 15 pages) should be made in PDF format and comply with the Springer LNCS/LNBIP conference proceedings template (for LaTeX and Word): <https://www.springer.com/gp/computer-science/lncs/conference-proceedings-guidelines>.

Please submit your paper to EasyChair at <https://easychair.org/conferences/?conf=biweek2024>

At least one author of each accepted workshop paper will have to register for the whole EDOC 2024 conference and attend the workshop to present the paper.

The SoEA4EE workshop has been a full-day workshop in conjunction with EDOC'09 in New Zealand, with EDOC'10 in Brasil, EDOC'11 in Finland, EDOC 2012 in China, EDOC'2013 in Canada, EDOC'2014 in Germany, EDOC'2015 in Australia, EDOC'2016 in Austria, EDOC'2017 in Canada, EDOC'2018 in Stockholm, EDOC'2019 in Paris, and a half day workshop in conjunction with EDOC'2020 The Netherlands (virtual), EDOC'2021 Australia (virtual), EDOC'2022 in Italy and EDOC'2023 in The Netherlands. The programs of the previous editions can be reached from the portal of the SoEA4EE series: www.soea4ee.org

Expected results

SoEA4EE 2024 papers will be published in a joint post-proceedings volume for all EDOC 2024 + CBI 2024 workshops, with Springer under the Lecture Notes in Business Information Processing (LNBIP) series.

Important dates

Workshop paper submission: **July 1st, 2024**

Workshop paper notification: **July 19th, 2024**

Author registration: **August 2^d, 2024**

Workshop camera-ready paper for joint workshop LNBIP proceedings: **September 29th, 2024**

Organisers

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Workshop Program Committee (preliminary)

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For information about all organization aspects, please visit :

<https://conferences.big.tuwien.ac.at/biweek2024/>