In recent years, there has been exponential growth in both the development and use of mobile applications thus presenting new challenges to software engineering. Mobile platforms are rapidly changing, with the addition of diverse capabilities such as GPS, sensors, and touch or pen input modes. When running on mobile platforms, modern applications need to scale on demand according to the hardware abilities. During development, security and authorization processes for dataflow are very important. However, the popularity of bring your own device (BYOD) policies in schools, universities and the workplace bring new possibilities of security data leaks. Developing robust mobile applications therefore requires advanced practices and tools. Some of these are architecture techniques that relate to the platform complexity; improved refactoring tools for hybrid applications using dynamic languages; developing applications in multiple languages; and testing and verification techniques for applications that run on different devices.

We solicit contributions related to mobile software engineering. Topics include, but are not limited to:

- Development environments and tools
- Testing, maintenance, verification and evolution
- Patterns, frameworks, and product lines
- Refactoring, restructuring, and renovation
- Program transformation and optimization
- Empirical studies and metrics
- User experience and new input devices
- Hybrid versus native applications
- Agile or model-driven development
- Application and system security
- Cloud support and scalability
- Static and dynamic analysis
- Debugging techniques and tools
- Programming languages
- Teaching of programming and software engineering

- We solicit contributions of research papers (up to 10 pages) and short papers (up to 4 pages). Short papers can be industrial, emerging ideas, demonstrations.
- Accepted papers will be included in the conference proceedings that are published by the ACM.