



## February 27, 2024, Linz, Austria

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Software development in the aerospace domain is driven by demanding fault tolerance, increasing complexity, new application potentials, rising certification effort, and increasing cost pressure. New software development methodologies are required for future applications such as e.g. Advanced Air Mobility (AAM), aircrew (workload) reduction, and further enhancement of existing functionality. At the same time, there are challenges in communication and navigation in airspace, certification for multi-core processors, artificial intelligence (AI) as well as security of software, hardware, and connectivity.

**Topics** (but not limited to):

- Avionics vision papers (e.g. new technologies, methods, or results)
- Development technologies (e.g. model-based systems and software engineering)
- Development methods (e.g. deployment of AI)
- Quality assurance methods (e.g. model-based tests, formal methods)
- Product technologies (e.g. applications of AI)

## Modalities:

- One day interactive conference (language: English)
- Short paper or full paper
- Peer-review by international experts with extensive and excellent feedback
- Open access publication (one author must be registered for the workshop or
- full SE before the final manuscript deadline!)
- Keynotes and panel session

## Dates:

- Oct 27, 2023  $\rightarrow$  Paper submission
- Nov 16, 2023  $\rightarrow$  Paper acceptance
- Dec 01, 2023 → Final manuscript

Further information and registration: <u>https://aviose-workshop.github.io/</u>



Software Engineering Conference 26<sup>th</sup> Feb - 1<sup>st</sup> Mar 2024 <u>https://se2024.se.jku.at/</u>



DGLR Q3.2 Avionik und Sensorik <u>https://www.dglr.de/vernetzen/fachbere</u> <u>iche/querschnittsthemen/q3-avionik-</u> <u>und-missionstechnologien/q32-avionik-</u> <u>und-sensorik/</u>



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