

Dagstuhl Seminar 14211

The Future of Refactoring

Preliminary Programme

	Monday	Tuesday	Wednesday	Thursday	Friday
8:45 - 9:15	Opening	Agenda/Game	Agenda/Game	Agenda/Game	Agenda/Game
9:15 - 10:30	Keynote: Frank Tip	Keynote: Bill Opdyke	Keynote: Bill Griswold	Keynote: Don Roberts, John Brant	Plenary Discussion
10:30 - 10:45	<i>Coffee Break</i>	<i>Coffee Break</i>	<i>Coffee Break</i>	<i>Coffee Break</i>	<i>Coffee Break</i>
10:45 - 12:00	Lightning Talks Meta-tools (chair Max): Don, Ira, Peter, Tom, Friedrich, Robert, Rohit, Jurgen	Lightning Talks Novel Domains: (chair Danny) Danny, Alejandra, Ran, Feliene, Simon, Eli, Francesco, Moha	Lightning Talks User Experience & Education (chair Emerson): Emerson, Kim, Javier, Mohsen, Volker, Shinpei, Jan, Andrew, Veselin	Small groups/BOF	Plenary Discussion
12:15 - 14:00	<i>Lunch Break + Games</i>	<i>Lunch Break + Games</i>	<i>Lunch Break + Games</i>	<i>Lunch Break + Games</i>	<i>Lunch Break + Games</i>
14:00 - 15:30	Small-group discussions and demos (Meta Tools / Domains / UI / Education)	Industry Panel	Excursion	Project Discussions	Departure from Dagstuhl
15:30 - 16:00	<i>Coffee Break</i>	<i>Coffee Break</i>	Excursion	<i>Coffee Break</i>	
16:00 - 17:00	Small Group discussions+ End games in Plenary	BOF	Excursion	BOF/Small groups/ Closing Plenary	

Small-group discussion topics include (but are not limited to):

- **User experience (session chair: Emerson):** improving the user experience and usability of refactoring tools
- **Novel domains (session chair: Danny):** applying refactoring in new contexts and for non-traditional use cases
- **Refactoring in Education:** teaching refactoring and integrating it into the curriculum
- **Meta Tools (session chair: Max):** tools and techniques for constructing and improving refactoring tools, and experience reports by refactoring tool authors

The project discussions on Thursday afternoon will be about longer-term projects that we as the refactoring community could tackle together, such as writing a survey paper on more recent refactoring research, a paper on how refactoring tools are built, a book on the state of the art in refactoring, planning a standard refactoring curriculum, improving online resources on refactoring, and so on. The plenary on Friday will continue these discussions.

Meals:

- Breakfast (7:30 - 8:45)
- Lunch (12:15 - 13:30)
- Dinner (18 :00 - 19:00)
- Cheese plate in the wine cellar (19:30)