1. Record Nr. UNINA9910742500403321 Autore Yilmaz Murat **Titolo** Systems, Software and Services Process Improvement: 30th European Conference, EuroSPI 2023, Grenoble, France, August 30 - September 1, 2023, Proceedings, Part I / / edited by Murat Yilmaz, Paul Clarke. Andreas Riel, Richard Messnarz Cham: .: Springer Nature Switzerland: .: Imprint: Springer, . 2023 Pubbl/distr/stampa **ISBN** 3-031-42307-0 Edizione [1st ed. 2023.] Descrizione fisica 1 online resource (403 pages) Collana Communications in Computer and Information Science, , 1865-0937;; 1890 Altri autori (Persone) ClarkePaul RielAndreas MessnarzRichard Disciplina 004.068 Soggetti Electronic data processing - Management Software engineering Application software Computer networks Computer systems Artificial intelligence **IT Operations** Software Engineering Computer and Information Systems Applications Computer Communication Networks Computer System Implementation Artificial Intelligence Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Nota di contenuto SPI and Emerging and Multidisciplinary Approaches to Software Engineering -- Digitalisation of Industry, Infrastructure and E-Mobility -- SPI and Good/Bad SPI Practices in Improvement -- SPI and

Functional Safety and Cybersecurity.

Sommario/riassunto

This two-volume set constitutes the refereed proceedings of the 30th

European Conference on Systems, Software and Services Process

Improvement, EuroSPI 2023, held in Grenoble, France, in August-September 2023. The 47 full papers presented were carefully reviewed and selected from 100 submissions. The papers are organized according to the following topical sections: SPI and emerging and multidisciplinary approaches to software engineering; digitalisation of industry, infrastructure and e-mobility; SPI and good/bad SPI practices in improvement; SPI and functional safety and cybersecurity; SPI and agile; SPI and standards and safety and security norms; sustainability and life cycle challenges; SPI and recent innovations; virtual reality and augmented reality.