

Title: 5th IEEE International Workshop on Computer Forensics in Software Engineering (CFSE 2012)

Workshop Organizers:

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Goal of the Workshop:

Computer forensics has been an emerging research area for IT-related professionals, researchers, and practitioners since the turn of the century. However, the majority of the research has focused on “after the fact” issues, namely how to collect and analyze digital evidence in an existing software/hardware environment. In this workshop, we encourage the discussion and study on the “built-in” issues, namely how to build software applications for critical infrastructures that better serve the purpose of computer forensics. Software forensics that analyzes crime-ware code and behavior is also included.

Theme of the Workshop:

The theme of the workshop is to advance research on a legal-activity-enforced cyber environment. We need to build forensics into software so that evidence of cybercrime can be collected more efficiently, cyber attacks on critical infrastructures can be prevented more effectively, and anonymity and privacy can be preserved more confidently.

In addition to the study of “after the fact” issues on collection, examination, and analysis of digital evidence, paying attention to computer forensics issues in an early stage of software development has become an urgent need as our society relies more and more on the Internet. In this workshop, we will turn our focus to the foundations of cyberspace to investigate “built-in” issues, such as how to build a software environment that better serves the purpose of computer forensics. The effort to build forensics “by design” will make cyberspace more friendly in a later forensic search and investigation.

Scope of the Workshop (Call-for-Papers):

Topics of interest include, but are not limited to,

- Anti-Plagiarism Technology
- Anti-Software Forensics
- Cloud Forensics
- Code Authorship Analysis or Code-theft Detection
- Compiler Forensics / Formal Methods in Forensic Computing
- Computer Forensics in Education
- Cyber Crime Simulation

- Electronic Voting Forensics
- Forensic Programming and Software Development
- Forensic Testing
- Forensics in Embedded Systems
- Image forensics
- Information hiding technology
- Legal, Ethical, and Privacy Issues in Computing
- Next Generation of Forensic Software
- Social Networking Forensics
- Software Application Forensics (Medical, Financial, Governmental, etc.)
- Software Forensics and Profiling
- Source Code Forensic Recovering
- System Software Forensics (Operating Systems, Browsers, Email systems, etc.)
- Ubiquitous/Mobile Forensic Computing
- Web Services/SOA/XML Forensics
- Workflow/business process forensics

Program Committee:

Yuki Ashino, NEC, Japan

Vinod Bhattathiripad, G J Software Forensics, India

Rong Chen, Dalian Maritime University, China

Shuhui Hou, University of Sci. and Tech., Beijing, China

Satoshi Kai, Hitachi Ltd., Japan

Ki Jung Lee, Drexel University, USA

Chu-Hsing Lin, Tunghai University, Taiwan

Anyi Liu, Purdue University Fort Wayne, USA

Masakatsu Nishigaki, Shizuoka University, Japan

Wei Ren, China University of Geosciences, China

Sean Thorpe, University of Technology, Jamaica

Ben Turnbull, Defense Science and Technology, Australia

Shiuh-Jeng Wang, Central Police University, Taiwan

Rongsheng Xu, Chinese Academy of Science, China

Chung-Huang Yang, Kaohsiung Normal University, Taiwan

S. M. Yiu, the University of Hong Kong, China

Hiroshi Yoshiura, The University of Electro-Comm., Japan

Important Dates:

Deadline for paper submission: March 20, 2013

Notification of acceptance: April 21, 2013

Camera-ready due: May 5, 2013

Submission:

Papers must be submitted electronically via the NETSAP 2013 Submission Page (<http://myreview.cs.iastate.edu/CFSE2013/>). The format of submitted papers should follow the guidelines for the IEEE conference proceedings. All papers will be carefully reviewed by at least three reviewers. Papers should be no more than 6 pages. Accepted papers will be published in the workshop proceedings of COMPSAC 2013, by the IEEE Computer Society Press. At least one of the authors of each accepted paper must register as a participant of the

workshop and present the paper at the workshop, in order to have the paper published in the proceedings.

Expected number of workshop sessions:

2 sessions