**Workshop Description**

Aspect-orientation is a rapidly advancing technology. New and powerful aspect-oriented programming techniques are presented at many international venues every year. However, it is not clear what features of such techniques are “common aspect-oriented concepts” and what features are rather language-specific specialties. Research in aspect-oriented modeling has the potential to help find such common characteristics from a perspective that is at a more abstract level (i.e., programming language-independent).

The Aspect-Oriented Modeling (AOM) Workshop brings together researchers and practitioners from two communities, aspect-oriented software development (AOSD) and model-driven engineering. This workshop provides a forum for presenting new ideas and discussing the state of research and practice in modeling various kinds of crosscutting concerns at different levels of abstraction.

The goals of the workshop are to identify and discuss the impacts of aspect-oriented technologies on model engineering to provide aspect-oriented software developers with general modeling means to express aspects and their crosscutting relationships onto other software artifacts.

**Workshop Topics**

We are interested in submissions on all topics related to aspects and model engineering including, but not limited to:

- **Aspect-Oriented Modeling**
  - defining essential characteristics of a crosscutting concern that need to be modeled;
  - verification and validation of aspect-oriented models;
  - composition of AOMs;
  - modeling of aspects at different stages of software development (requirements engineering, sw architecture, design, implementation);
  - application of AOM to modeling notations that are not tied to UML.

- **Aspect-Oriented UML**
  - identification of UML elements that can be used to model aspects;
  - identification of UML elements that cannot be used to model aspects;
  - aspect-oriented support in UML;
  - extensions to UML for supporting AOSD.

- **AOSD Method and Tool Support**
  - aspect-oriented and model-based software development methods;
  - using existing UML tools in AOSD life-cycles;
  - new tools and extensions to existing tools to support AOM;

- **Model-Oriented AOP and JPM**
  - join point selection at model levels;
  - MOF, UML, MDA, etc. as a support to the JPM;
  - model based aspect evolution;
  - model weaving: from abstract to low-level;
  - model engineering tools for supporting aspect-oriented techniques;
  - model based aspect interference and composition management.

**Paper Submission**

Prospective participants are invited to submit 4-6 page position papers following the ACM Format Guidelines (http://www.acm.org/sigs/publications/proceedings-templates) to http://www.easychair.org/conferences/?conf=aom2008

All submissions will be reviewed by members of the program committee for quality and relevance. Submissions must be original; simultaneous submissions are not allowed. Submitted papers must be in PDF format.

The best papers from recent editions of the workshop will appear in a future issue of the Journal of Object Technology (JOT). We are negotiating with the JOT editors for the opportunity to publish a second special issue on aspect-oriented modeling that should collect the extended version of the best papers accepted to the workshop.