The Pattern Languages of Programs (PLoP™) conference is the premier event for pattern authors and enthusiasts to gather, discuss, and learn more about patterns, programming, and software development.

The conference is not traditional—the main event is a set of Writers’ Workshops where pattern papers are reviewed by fellow authors, led by expert workshop leaders. Authors and everyone will find lots of opportunities to learn about patterns, pattern languages, pattern writing, and the quest for human-centered software creation in the panoply of PLoP activities: Writers’ Workshops, Focus Groups, BoF sessions, BootCamp, Games, shared meals and chit-chat.

Programming, software, and software development are changing fast. We plan to explore where it could all go, how code will be made, what the nature of software design will be, how scale will infect everything, and what kinds of new software will emerge.

Submissions

Paper submissions may include short papers containing one or more patterns, longer pattern languages or sequences, or works in-progress by writers wishing to get in-depth shepherding by an experienced author at the conference. Patterns and pattern languages on other topics, essays on patterns, and visions for the future are encouraged.

In addition, you may submit proposals for free-format discussion groups or workshops bringing together people interested in a hot topic related to patterns or proven practices—with a duration of about two hours. Non-conventional formats are welcome.

Submissions are peer reviewed and digitally archived at ACM. Papers discussed at writers’ workshop qualify for submission to the journal “TPLoP—Transactions on Pattern Languages of Programming” published by Springer.