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AI Engineering Suite to Support Agile, Efficient Software Engineering

Deliverable D7.6
Report on CDE Activities (Initial)

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Abstract: This document, deliverable D7.6, reports on the communication, dissemination and exploitation activities carried out in AI4SWEng during M1- M12 of the project period. The deliverable presents the achievements and progress against the planned criteria for each of the three responsibilities of WP7, namely communication, dissemination and exploitation in separate sections of this document and concludes by setting out the outlook on future work.

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V1.1	28.11.2025	Marco Tiemann (INNO)	Revisions incorporating reviewer feedback

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AI4SWEng Innovation Mission

AI4SWEng	**AI Engineering Suite to Support Agile, Efficient Software Engineering** AI4SWEng comprises an excellent chemistry of 15 Partners including experts and practitioners in Model-Driven Software Engineering and AI Engineering (particularly LLMs) from across Europe with five Use-Cases from Software Development, Healthcare, Cyber-Physical Systems involving multi-architectural and resource-constrained systems and Next Generation Battery Management in EVs. The AI4SWEng mission is to significantly contribute to the transformation of agile software development in a sector turbocharged for design-by-contact, high efficiency, reliability, and security-privacy compliant delivery. This is to exploit advanced AI-powered software development support to deliver high-quality reliable fast time-to-market solutions that are socially responsible, scalable, sustainable and lend themselves to audible ethical and regulatory compliance. AI4SWEng aims to deliver AI-powered support to software developers to reduce worker stress through the pain-points in agile SW development pipelines and higher productivity thus enhanced job satisfaction and creativity. Accordingly, using four Use-Cases the project will develop, deliver and validate a platform comprising a set of tools including the AISysDev and Test Automation Tool to support the software lifecycle end-to-end for both functional and non-functional deliverables. A host of tasks will be supported such as code generation, cross-compilation, advanced debugging and dynamic slicing, security-privacy-by-design, model optimisation for reliability, energy efficiency as well as model adaptation and maintenance. This also includes software quality support through data-driven insights for informed design decision-making and strategic software development planning. Additionally, with a commitment to user-centred design, AI4SWEng will provide structured design in advanced prompt engineering to support software developer teams to best exploit the capabilities of the platform.

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Terms and Abbreviations

Term	Description
AI4SWEng	AI Engineering Suite to Support Agile Efficient Software Engineering
CDE	Communication, Dissemination and Exploitation
DCP	Dissemination and Communication Plan
DoA	Description of Action
IPR	Intellectual Property Rights
KPI	Key Performance Indicator
RIA	Research and Innovation Action
RP	Reporting Period

Executive Summary

This document, deliverable D7.6, reports on the communication, dissemination and exploitation activities carried out in AI4SWEng during M1 to M12 of the project period. The deliverable presents the achievements and progress against the planned criteria for each of the three responsibilities of WP7, namely communication, dissemination and exploitation in separate sections of this document and concludes by setting out the outlook on future work.

1 Introduction

This section introduces the deliverable.

1.1 About this Deliverable

The purpose of this deliverable is to present and document the Communication, Dissemination and Exploitation (CDE) activities undertaken throughout the duration of the AI4SWEng project, and to compare the work carried out with the ambitions regarding CDE set out in the project work plan and its updates and revisions.

This deliverable, D7.6, is the first deliverable reporting on CDE activities in the project. It covers the first twelve months of the project (M1-M12, December 2024 to November 2025 inclusive). Subsequent deliverables will update the reporting from D7.6 to include further activities.

1.2 Document Structure

This deliverable is organised as follows:

- **Section 1** (this section) briefly introduces the document, its structure and its relationship with other deliverables and tasks in AI4SWEng.
- **Section 2** "Objectives and Strategy" summarises the overall goals and ambitions of the project regarding dissemination, communication and exploitation and references deliverables containing additional information regarding these objectives.
- **Section 3** "Communication" presents the dissemination activities undertaken in the project including, for example, website and social media channel activities that communicate to the public.
- **Section 4** "Dissemination" describes the dissemination activities in the project including the scientific community and commercial/professional bodies as well as partner projects that are active in related topic areas.
- **Section 5** "Exploitation" briefly documents the progress made on exploitation activities insofar as it relates to specific and quantifiable actions that focus on exploitation. The project exploitation plans are presented in a separate series of deliverables.
- **Section 6** "Conclusion" finishes the document with a brief summary and an outlook to the next release of the CDE reporting deliverable series.
- **Appendix A** "Dissemination Dashboard" reproduces a dashboard document that is used and updated quarterly in AI4SWEng to present and track the status of key CDE reporting activities.

A list of references concludes the document.

1.3 Relation With Other Tasks and Deliverables

This deliverable primarily reports on work undertaken in Task 7.3 on communication, dissemination, awareness raising and clustering activities. Beyond this, the work in the deliverable is in particular related to Task 7.1, which addresses dissemination and communication planning, and Task 7.2, which develops the project exploitation and business plan development for the project.

2 Objectives and Strategy

This section provides a condensed summary of the communication, dissemination and exploitation plan defined and presented in Deliverable D7.1. Please refer to that document for an authoritative description of the respective plan.

D7.1 also defines and elaborates the Key Performance Indicators (KPIs) for the CDE activities. These are not repeated in this section but are presented in the subsequent sections together with the effort that has been undertaken to achieve them and determination of the progress made towards achieving them.

2.1 Communication and Dissemination Objectives

Successful project communication and dissemination of project achievements are integral to securing lasting success and uptake of the project outcomes both during and after the project duration. To this end, the project dissemination plan defines the following six main communication and dissemination objectives (D7.1, Section 2.1):

1. Maximise outreach to identified target audiences through tailored narratives and key messages, increasing visibility of the project achievements.
2. Dissemination scientific and technological results both within the Consortium and external communities to foster knowledge exchange and innovation.
3. Build synergies and collaborations with other EU-funded projects, initiatives and standardisation efforts to enhance interoperability and impact.
4. Engage stakeholders in feedback, validation and co-creation, ensuring the relevance and applicability of AI4SWEng outcomes.
5. Attract potential users, clients and adopters, promoting the acceptance of project results and stimulating market interest.
6. Inspire and enable further innovation and follow-up initiatives based on AI4SWEng findings, ensuring long-term sustainability and reuse.

These objectives show that the project targets deep engagement in particular of potential user, stakeholders and customers of the AI4SWEng solutions through communication and dissemination activities, which increases the importance of selecting suitable channels and messages in communication and dissemination activities.

2.2 Communication and Dissemination Plan

The project dissemination plan defines three key processes and phases for the project dissemination and communication (D7.1, Section 2.2):

- **Phase I – Preparation (M1-M12):** The preparation phase establishes the necessary infrastructure for communication and dissemination activities including the Dissemination and Communication Plan (DCP) itself in D7.1.

- **Phase II – Execution (M13-M42):** The execution phase focuses on achieving the objectives set out in the project Description of Action (DoA) and the DCP using the detailed plan defined in D7.1.
- **Phase III – Monitoring and Improvement (M13-M42):** This continuous background activity complements the task activities on a meta-level to identify and incorporate improvements to dissemination and communication activities in the execution phase.

As the present deliverable D7.6 reports on the period of M1-M12 of project activities, the reporting period relates to Phase I and the preparation of communication and dissemination activities, with some early actions on the plan execution in Phase II where opportunistically possible.

2.3 Communication and Dissemination Methods

The DCP defines the dissemination and communication methods to be used in the project. These methods can be grouped into the following:

- **Communication channels and activities** include the project website, social media presences, engagement of relevant bloggers as dissemination multipliers and similar activities. It furthermore includes the preparation of "traditional" dissemination materials including leaflet, flyer and banner template creation for use as physical dissemination materials by the project partners. Communication channels and activities support the Horizon Europe communication goals for informing, promoting and communicating activities and results of co-funded research projects [1].
- **Dissemination activities** are primarily the scientific communication of the project achievements through scientific publications and the participation in scientific workshops and conferences, with further dissemination activities through partnerships with institutions, standards bodies and related research projects (including related project active in Horizon Europe) and business-oriented events and communications (including press releases). Dissemination activities work towards making the project knowledge and results publicly available free-of-charge as per Horizon Europe guidelines.
- **Reporting and monitoring activities** are reported by project partners to the WP7 leader and the T7.3 leader, who ensure that CDE activities are appropriately recorded, presented and promoted for the benefit of the project and the project participants. This includes quarterly reviews of the CDE performance using a dissemination dashboard presenting the status of activities measured against the defined KPIs and additional metrics that are considered useful for maximising the project impact.

A more detailed elaboration of the dissemination and communication methods planned for the project is available in D7.1.

2.4 Exploitation

The process for the development of the exploitation plan is described in D7.1 and the initial release of the exploitation plan is presented in D7.3. Generally, the aim of exploitation activities in Horizon Europe projects is to "make concrete use of results for commercial, societal and political purposes" [1]. For the purposes of reporting activities on exploitation and exploitation planning, the following types of activities will be considered for this and future CDE reporting deliverables:

- **Steps taken to protect generated output for exploitation:** this encompasses all activities that go beyond establishing copyright terms in order to protect output created in the project, including all activities related to patenting such as preparatory patent searches and any other IPR-related activities.
- **Commercial collaborations relating to project work:** this includes industrial engagement and collaborations (including among project partners), commercial leads generated with contributions from AI4SWEng and also grant applications and grants awarded based on output generated in AI4SWEng.
- **Non-commercial exploitation activities:** these include engagement with policy makers, authorities and stakeholders, as well as societal engagement, for instance in order to help train future generations of European software engineers.

Achievements of the aforementioned types may not materialise during the course of the project in Research and Innovation Actions but will of course be documented in this publicly available document as far as permissible given commercial confidentiality requirements by partners.

3 Communication

This section presents the communication activities carried out in AI4SWEng in the period of M1 to M12 inclusive. Communication in Horizon Europe aims to inform citizens, stakeholders and the media – a detailed description of specific groups of stakeholders for AI4SWEng can be found in D7.1. The following subsections present the different communication channels and media developed for the project as well as the communication activities undertaken. The final subsection reflects on the performance achieved from M1-M12 against the relevant KPIs defined for CDE activities.

3.1 Project Website

The AI4SWEng project website is the main hub for all AI4SWEng communication activities. It is publicly available at the URL https://ai4sweng.eu.

3.1.1 Technical Implementation

The website is hosted at GoDaddy, a well-known web hosting provider. The domain ai4sweng,eu has been registered by the AI4Sec, the project coordinator.

The website uses a Wordpress backend with the Elementor layout engine. Additional free and commercial Wordpress plugins have been added and configured to provide functionalities including visual presentation, GDPR compliance and newsletter management.

The website uses a licensed website theme created by Dream Theme, which has been customised for use on the project website. All stock imagery uses royalty-free images from public image repositories. Where required, attributions to copyright owners have been made on the dedicated “credits and attributions” page of the website (https://ai4sweng.eu/credits-and-attributions/).

3.1.2 Design

The website uses a custom design and colour scheme that is derived from the colour scheme present in the AI4SWEng logo image.

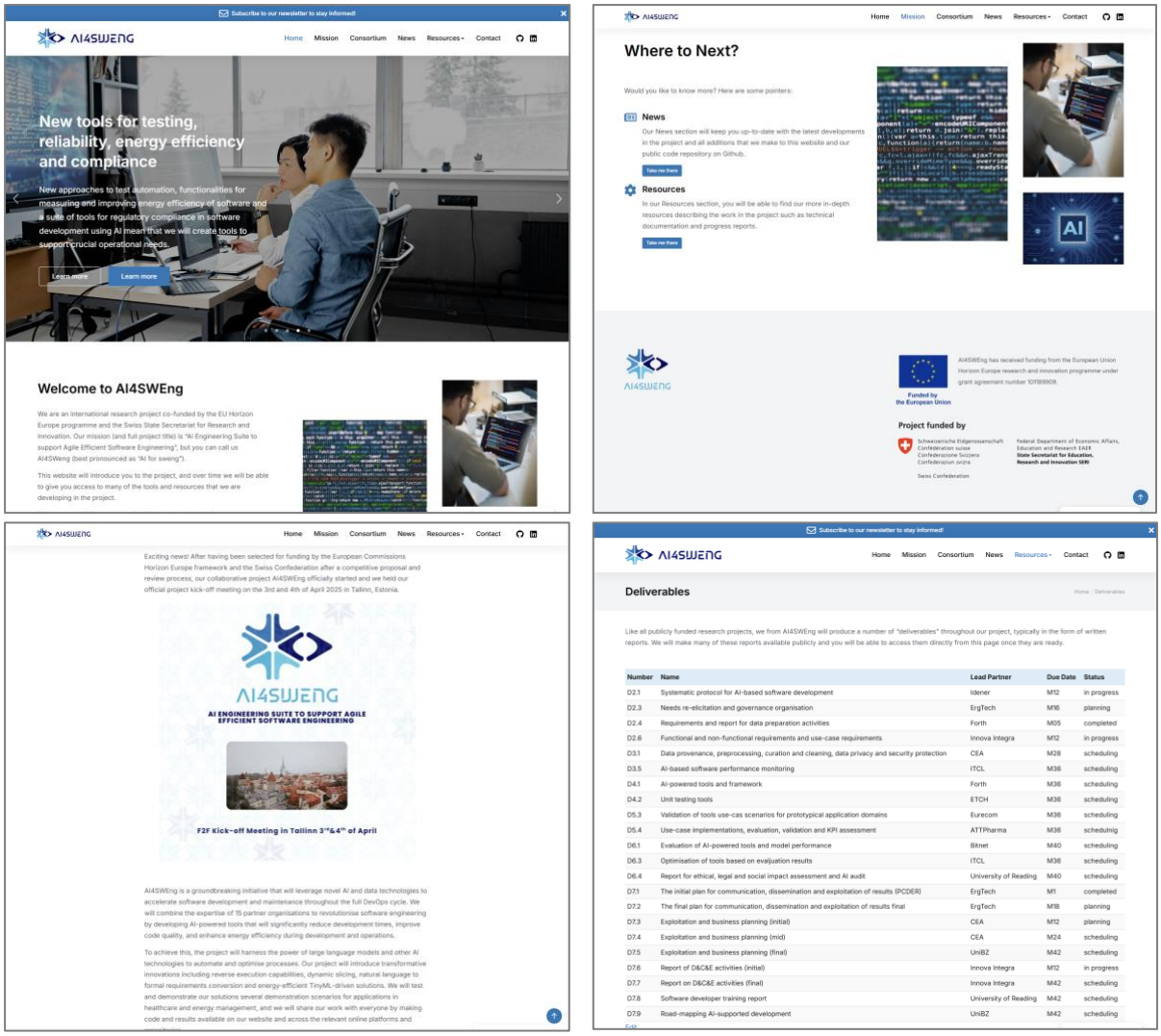

Figure 1: Screenshots of the live project website

3.1.3 Structure

The initial structure of the website is as follows:

- The **Home** page is the landing page for the project with a brief overview and teasers to further content on the website, including links to the project LinkedIn and GitHub presences.
- The **Mission** page presents the project mission as defined in the Description of Action for AI4SWEng.
- The **Consortium** page presents the consortium partners with links to further information where available.
- The **News** section gathers the news and blog articles that are published on the project website. All news and blog-style posts from the project consortium (including those made on social media) will be available on the news site and the archive pages contained in the section.

- The **Resources** section presents the publicly available project resources to the interested public. Initial subsections here focus on the project email newsletter and the project deliverables.
- The **Contact** section allows partners to get in touch with the project coordinator and the website team.
- The **privacy and cookie policies** are detailed on dedicated pages and provide visitors with the relevant information to ensure GDPR compliance, including information on how to contact the website team to exercise rights for information and deletion. Users are prompted for their choice regarding cookie usage on the website until they decide which options to select using a non-modal pop-up widget.

The next planned additions to the website include:

- Addition of an **Achievements** pages for each WP as publishable achievements become available, beginning with WP 2.
- Addition of **further Resources subsections** for additional types of resources that will be made available, beginning with a "scientific publications" subsection once the first open access submissions are publicly accessible.
- Addition of a **Collaborations** section to the page once the modalities of cooperation with related projects have been agreed.

The team furthermore expect to release one news/blog pages per month for each month of the project starting with M13.

3.1.4 Performance

The project uses Jetpack statistics to track website visitor and view counts in anonymised form. The table below shows the number of views and visitors per month since the launch of the website in May 2025:

Table 1: Website view and visitor performance

	05/25	06/25	07/25	08/25	09/25	10/25	11/25[1]	Avg.
Views	258	92	214	110	71	98	51	128
Visitors	68	20	43	39	14	28	28	34

The reported figures exclude known bots such as bots for website indexing and spam bots.

As can be seen, the website performance is higher when new content is added (05/25, 07/25, 08/25) and drops off significantly when no new content is added.

[1] Including data up to 25.11.2025

3.2 Newsletters

AI4SWEng will publish regular online newsletters as part of the project communication strategy. These newsletters will be published and circulated online and advertised on the project website as well as on the project social media channels.

The online newsletter is published in 3-monthly intervals starting with an initial newsletter in M12 of the project. The two main avenues for exposure to the newsletter are via prominent placement on the project website and social media and by subscribing to the newsletter via the project website so that it is sent to interested parties via email upon publication.

The online newsletter will bundle regular blog posts and news articles as well as partner contributions created for each newsletter with an introductory text, pointers to online resources and an outlook for the next project newsletter. Figure 2 presents the sign-up page for the project newsletter.

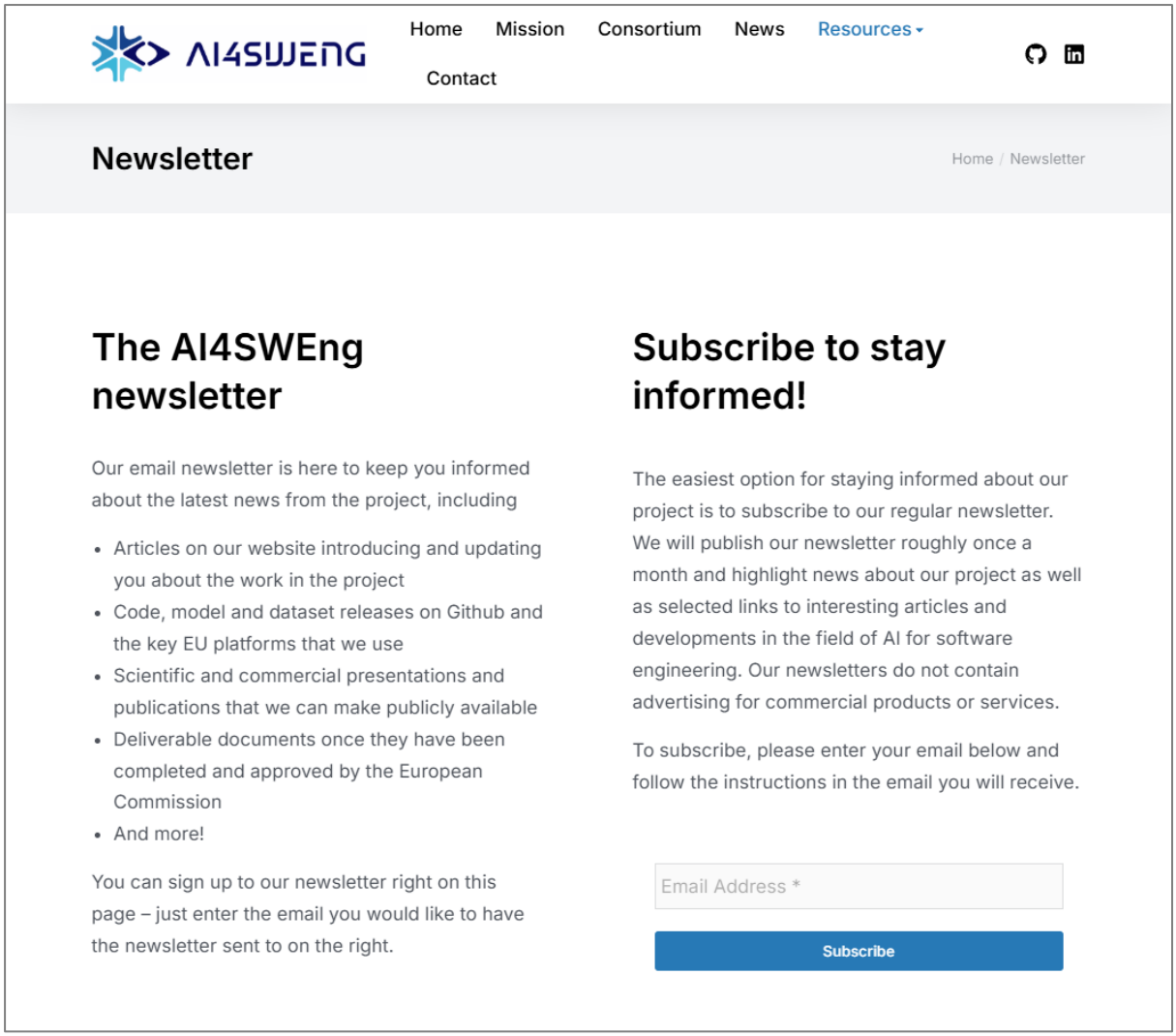

Figure 2: Newsletter sign-up page

Newsletter management is handled on the AI4SWEng-operated web presence and management of user data for the newsletter is handled under direct control of the project website team. Users who sign up to the online newsletter can manage their subscription using typical newsletter subscription management workflows compliant with the relevant regulations.

3.3 Press Releases

An initial English-language press release template has been created by the University of Bolzano as the dissemination lead and made available to the partners for distribution through their own communication and dissemination channels.

3.4 Social Media

AI4SWEng will use social media channels to communicate to the public and to the relevant specialist audiences with interest in AI for software engineering. The three main social media channels that will be used in the project are LinkedIn, GitHub and YouTube.

3.4.1 LinkedIn

AI4SWEng is present on LinkedIn with an organisation presence, available at https://www.linkedin.com/company/ai4sweng/. The presence introduces the project and mirrors posts made on the project website for additional exposure and to direct visitors to the project website.

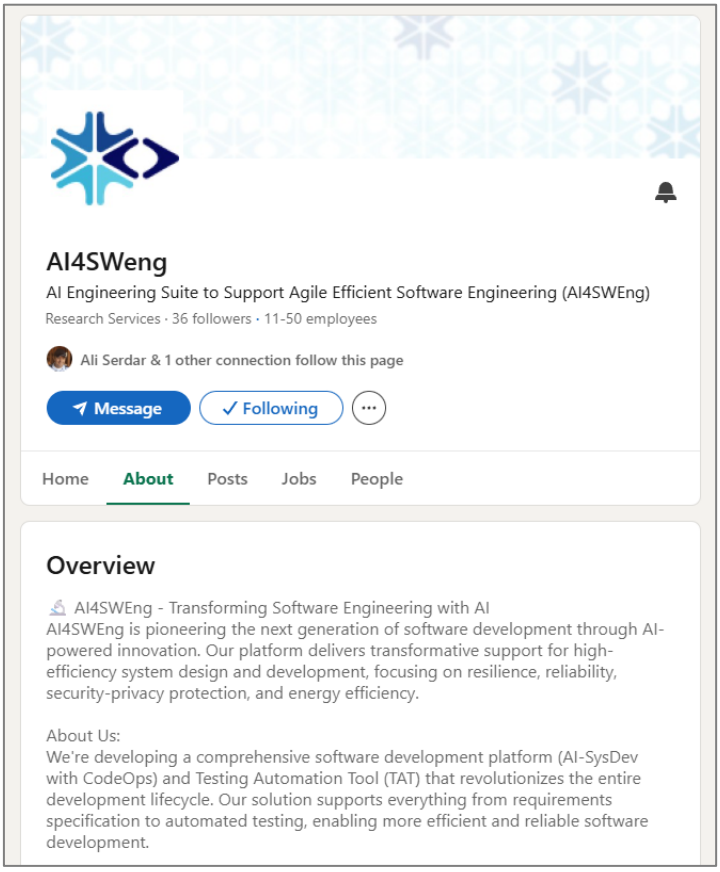

Figure 3: LinkedIn Presence

Figure 3 presents a view of the LinkedIn presence as of September 2025. The project LinkedIn presence was established in April 2025 with an initial post. The project performance on LinkedIn is measured in visit, unique visitor, subscriber numbers and engagement rate[2] (abbreviated as "Eng." in the table below) as collected as statistics by the LinkedIn platform for its users. The statistics for the period relevant for this deliverable are presented below:

Table 2: LinkedIn performance

	04/25	05/25	06/25	07/25	08/25	09/25	10/25[3]	Avg.
Views	699	74	35	34	15	26	108	142

[2] The LinkedIn "Engagement Rate" metric shows the ratio of interactions per impression. Interactions "include clicks, reactions, comments and shares" [2].

[3] LinkedIn statistics for the month of November 2025 were not available at the time of document completion. They will be provided in the next release of this reporting deliverable.

Visitors	58	13	9	10	8	9	95	29
Followers	18	19	20	20	20	23	38	n/a
Eng.	22	2.7	2.9	41.2	0	19.2	6.7	13.5

All reported figures are “organically” obtained rather than obtained as a result of sponsoring content on the LinkedIn platform.

3.4.2 GitHub

AI4SWEng has established a presence on GitHub that will be used to share open-source resources with the public and is also being used for internal development work in the project (see WP 2 deliverables). The GitHub repository offers the project the opportunity to directly interact with developers who are interested in using the output generated by the project.

An AI4SWEng repository has been established at https://github.com/ai4sweng/. Communication material will be added to the GitHub site when an initial public repository can be made available to drive traffic to the site. Reporting of statistics on GitHub communication will also commence at that time.

3.4.3 YouTube

YouTube will be used for sharing audiovisual content with the public and interested specialist audiences. The primary uses of the YouTube platform in the project will be for sharing a brief audiovisual overview of the project, sharing training and tutorial materials and for sharing informal interviews of people active in the project who will talk about their work.

A YouTube channel for the project has been established at https://www.youtube.com/@AI4SWEng. Initial rounds of short interviews to be added to the channel are planned for the M13-M24 period of the project for which a planning schedule has been established. Training and tutorial videos will be added to the presence at a later date when completed material becomes available. The production of a self-presentation video is planned for the final reporting period of the project.

3.5 Communication Pack Templates and Materials

Branded communication templates and materials include document and presentation templates as well as physical communication materials such as banners and flyers. All communication templates and materials use the logo and project colour scheme presented in Deliverable 7.1. Presentation and document templates have been created for use across all communication, dissemination and exploitation activities (see Figure 4 and Figure 5).

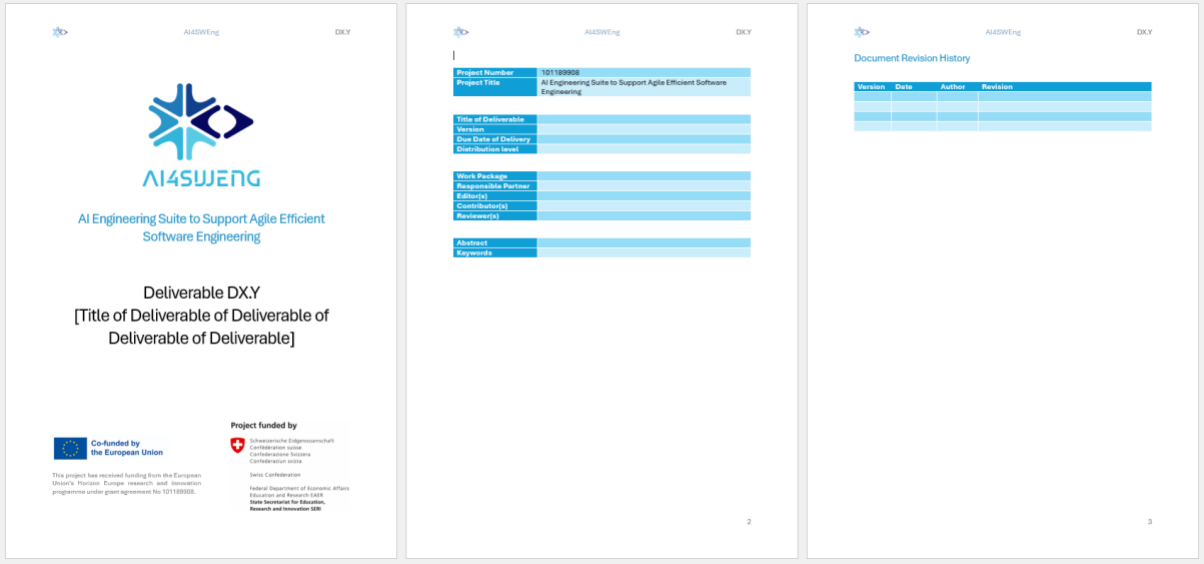

Figure 4: Document template for deliverables and other publications

Figure 5: Presentation template

Initial release of templates for banners, posters and flyers and brochures have been created and will be revised on a 6-monthly basis to ensure the content in the templates continues to accurately reflect and present the work in the project.

3.6 Communication Performance

This subsection reports on the performance of communication activities compared to the target KPIs for communication activities set out in the Description of Action of the

project and in Deliverable 7.1, Section 5.2, followed by actions that will be taken to improve communication performance.

3.6.1 Performance against KPIs

Table 3 below sets out the performance of the project against project KPIs defined in Deliverable D7.1, Section 3.2. Please note that the table clarifies several existing KPIs with ambiguous wording in that deliverable:

- The term "public portal" has been changed to "website" to remain consistent with the usage across this deliverable.
- The term "mailing lists" has been changed to "newsletters" to avoid confusion with project-internal or other mailing lists (n.b. it would of course be trivial – and pointless – to create 20 publicly available mailing lists for the project).
- The KPI for "N_mailing_lists" has been interpreted as the number of newsletters to be created during the project.
- The KPI for "N_new_discussion" has been interpreted to include the number of interactions with posts shared on LinkedIn, including likes, shares and comments.

The presented results cover the period from M1-M12. For channels which were established at a particular point in time, the active period for that channel was used to create averages (04/25 for LinkedIn, 05/25 for the website).

Table 3: Communication performance against KPIs

Channel	KPI	Frequency	Target	Current average	Current low/high	Status
Website	Visitor count	Monthly	>= 500	34	14/68	Low
Website	Visitor count per country	Monthly	>= 100	1.7[4]	1/31	Low
Newsletters	Newsletter count	End of project	>= 20	1	n/a	Low[5]
LinkedIn	Count of new discussions	Monthly	>= 30	4	0/26	Low

3.6.2 Discussion and Actions

[4] Calculated as a measure of the countries with at least one visitor during the period under consideration as opposed to a static count of all countries on Earth.
[5] The current plan will create quarterly newsletters which means 12 newsletters over the duration of the project.

This section commences with review of the actual communication performance in the context of the targeted KPIs for the project. This should be viewed against the backdrop that project activities commenced in February 2025 while the formal start of the project was in December 2024 (as described in the project progress report for the first reporting period):

- **Website** performance in terms of visitors per month is significantly below the target KPI number of 500 visitors per month. The content addition schedule for the website will help to reduce the delta between target and achieved visitor count but may continue to fall short unless additional measures are taken. The KPI on average visitor count per country does not provide a helpful KPI measure in their unconstrained form as defined in D7.1.
- **Newsletter** activity is currently not on track to be met with a quarterly release scheme for newsletters. Additional newsletters will need to be created to reach the target quota of 20.
- **LinkedIn** activity is below the target engagement number. This is primarily due to limited activity in terms of engagement in summer months of the project. It is expected that engagement measures will meet the relevant KPI during the execution of the project news/blog production schedule.

For some measures, low/high values were also included in Table 3 to illustrate high amounts of fluctuation for the KPI values between months. This fluctuation occurred both as result of the initial creation of the communication channels and as result of significant updates in the case of the website (including a complete visual redesign to improve the appeal of the website).

In terms of actions, the first set of planned actions relate to the formulation of communication KPIs in the project, where there is scope for clarification and improvement (e.g. relative to the visitors/country website metric). Specifically, the following set of KPIs is proposed as a replacement for the communication KPIs specified in the DoA and D7.1:

Table 4: Proposed revised communication KPIs

Channel	KPI	Target	Frequency	Measurement
Website	Visitor count	>= 500	monthly	Website analytics
Website	View count	>= 1000	monthly	Website analytics
Website	Article output	>= 2	monthly	Report
Newsletter	Releases	>= 20	M45	Report
LinkedIn	Visitor count	>= 100	monthly	LinkedIn

LinkedIn	Engagement rate	>= 30	monthly	LinkedIn

The revised KPIs differ from the original ones as follows:

- Revision of naming for the channel names of the KPIs and clarification of metrics where it was deemed useful.
- Replacement of the "visitor per country" with a view count metric which measures engagement with the website while the purpose of the "visitor per country" metric is not well-defined.
- Addition of an article output metric for the website (which will also be reflected across LinkedIn and later GitHub social media) to introduce a measure for the steady creation of new communication output over time.
- Addition of a "visitor count" KPI for LinkedIn and reformulation of the other KPI to explicitly refer to the "engagement rate" metric provided by LinkedIn statistics.

These revisions have been proposed to the project coordinator and are expected to be included in an upcoming amendment request for the project DoA.

Concerning the execution of communication activities to improve communication performance, progress in the project will enable the partners to contribute to communication content that reports on their research and innovation activities in the project. A communication contribution plan has been developed to schedule and distribute the effort for these contributions.

Additional effort will be undertaken to start utilising YouTube and GitHub for dissemination as soon as relevant materials can be made available. For LinkedIn, a discussion group for AI in Software Engineering will be created. The consortium is also planning to expand the social media channels to be used to include further high-engagement platforms including Reddit as soon as initial content to contribute to the platforms can be utilised in communications.

4 Dissemination

Dissemination activities are concerned with releasing to the public the results and knowledge created in the project for those who can learn and benefit from them. This section presents the dissemination activities undertaken in the project in the period from M1 to M12 inclusive. Each subsection reports on a specific avenue for dissemination.

4.1 Scientific Publications

The main form of publications relevant for dissemination reporting are scientific publications, including through participation at scientific workshops and conferences, scientific journals and other scientific publications such as book chapters. Deliverable 7.1 specifies the project dissemination KPIs for scientific publications at scientific events and in scientific journals in Section 3.2.

The tables below list workshop, conference, journal and other scientific publications that are in progress, have been submitted, have been accepted, have been published or are available through open access:

Table 5: Optimizing Deep Learning Models for Address Class Imbalance in Code Comment Classification

Title	**Optimizing Deep Learning Models to Address Class Imbalance in Code Comment Classification**
Author(s)	M. Mock, T. Borsani, G. Di Fatta, B. Russo
Type	Workshop Paper
Event/Journal	2025 IEEE/ACM International Workshop on Natural Language-Based Software Engineering (NLBSE)
Abstract	Developers rely on code comments to document their work, track issues, and understand the source code. As such, comments provide valuable insights into developers' understanding of their code and describe their various intentions in writing the surrounding code. Recent research leverages natural language processing and deep learning to classify comments based on developers' intentions. However, such labelled data are often imbalanced, causing learning models to perform poorly. This work investigates the use of different weighting strategies of the loss function to mitigate the scarcity of certain classes in the dataset. In particular, various RoBERTa-based transformer models are fine-tuned by means of a hyperparameter search to identify their optimal parameter configurations. Additionally, we fine-tuned the transformers with different weighting strategies for the loss function to address class imbalances. Our approach outperforms the STACC baseline by 8.9 per cent on the NLBSE'25 Tool Competition dataset in terms of the average F1c score, and exceeding the

	baseline approach in 17 out of 19 cases with a gain ranging from −5.0 to 38.2. The source code is publicly available at https://github.com/moritzmock/NLBSE2025.
Related WP(s)	WP 3
Status	Published
Publication Date	04/2025
Final Version URL	https://ieeexplore.ieee.org/abstract/document/11029421

Table 6: Fairness Through Synthesis: Bias Mitigation Through Probabilistic Modeling and Matching Techniques

Title	**Fairness Through Synthesis: Bias Mitigation Through Probabilistic Modeling and Matching Techniques**
Author(s)	V.C. Pezoulas, N. S. Tachos, S. Gkikas, M. Tsiknakis, and D. I. Fotiadis
Type	Conference Paper
Event/Journal	4th Serbian International Conference on Applied Artificial Intelligence (SICAAI), Zlatibor, Serbia
Abstract	Nowadays, the need to mitigate data bias while preserving data utility is a significant challenge, particularly in classification tasks, where sensitive attributes affect the AI models' outcomes. In this work, we propose a straightforward data bias mitigation approach which utilizes synthetic data to augment under-represented groups and thus to enhance fairness during decision-making. High-quality synthetic samples are generated through probabilistic modeling based on the Bayesian Gaussian Mixture Models with optimal components estimation (BGMM-OCE) algorithm. Graph-based matching is then performed using the Gower distance to restrict the synthetic samples to those that precisely match the "profiles" of the real ones. XGBoost classifiers are trained on the original and the bias mitigated datasets, where the test set is isolated from the real dataset (80/20) for fair comparison. The proposed approach is evaluated on the well-known UCI's adult income dataset (39,215 samples, 15 features). The sensitive attribute was set to gender, and the class imbalance (CI) was used for bias detection. Our results show that our proposed approach significantly improves fairness metrics [CI original: 0.34, CI mitigated: 0.04] without reducing the model's predictive performance (mean AUC improved from 0.89 to 0.92 across 1,000 bootstrap resampling iterations).

Related WP(s)	WP4
Status	Accepted
Acceptance Date	05/2025
Conference URL	http://aai2025.kg.ac.rs/

Table 7: Text2Stories: Evaluating the Alignment Between Stakeholder Interviews and Generated User Stories

Title	**Text2Stories: Evaluating the Alignment Between Stakeholder Interviews and Generated User Stories**
Author(s)	F. Dente, F. Dalpiaz, P. Papotti
Type	Conference Paper
Event/Journal	European Chapter of the ACL (EACL)
Abstract	Large language models (LLMs) can help generate software requirements from natural language sources like elicitation interview transcripts, but checking whether the resulting user stories truly reflect stakeholders' needs still requires manual effort. We present Text2Stories, a text-to-story alignment task and set of metrics that quantify how well a set of user stories matches the content of an interview transcript, measuring correctness (the fraction of stories supported by the transcript) and completeness (the fraction of the transcript covered by at least one story). Experiments on four datasets show that an LLM-based matcher reaches a macro-F1 of 0.86 on held-out annotations, with embedding models performing slightly worse but still useful for blocking. These metrics support comparisons between different sets of stories (e.g., human-written vs. generated), positioning Text2Stories as a scalable, source-faithful complement to existing user-story quality criteria.
Related WP(s)	WP 3
Status	Submitted
Submission Date	10/2025
Open Access URL	https://arxiv.org/abs/2510.08622

Table 8: AI4SWEng manifest: Empowering the future of software engineering with advanced trustworthy artificial intelligence

Title	AI4SWEng manifest: Empowering the future of software engineering with advanced trustworthy artificial intelligence
Author(s)	A.S. Atalay, Ö. Öztin, A. Kanak, İ. Arif, A. Badii, S. Ergün, S.H. Ergün, O. Herkiloğlu et al.
Type	Journal Article
Event/Journal	Open Research Europe
Abstract	AI4SWEng, a Horizon Europe project that will be active from 2025 until 2028, unites 15 leading partners across the European Union, Switzerland and Turkey, combining experts in Model-Driven Software Engineering and trustworthy AI, with a special focus on applying Large Language Models. The project addresses complex challenges in industries such as healthcare, cyber-physical systems, and electric vehicles, focusing on multi-architectural and resource-constrained systems. Our mission is to transform agile software development by leveraging AI to boost efficiency, reliability, and security while ensuring ethical and regulatory compliance. The goal is to deliver scalable, sustainable, and socially responsible solutions that accelerate time-to-market without compromising quality. The AI4SWEng project will deliver an AI-powered software engineering suite providing end-to-end support for the software lifecycle, from code generation and advanced debugging to security, energy efficiency, and project management. By reducing pain points and enhancing productivity, the suite/platform aims to reduce developer stress, foster creativity, and improve job satisfaction. With a commitment to user-centred design and advanced prompt engineering, we empower developers to harness the full potential of AI. In this paper the AI4SWEng project consortium presents a novel and strategic approach proposed by the project consortium that will shape the future of software engineering, driving innovation and paving the way for more agile, intelligent, and sustainable software development.
Related WP(s)	WP1
Status	Published
Acceptance Date	11/2025
Open Access URL	https://open-research-europe.ec.europa.eu/articles/5-352/v1

Table 9 tracks the status of scientific publications for traceability. Please note that publications that are rejected for publication are removed both from the tables of

publications and from the count of publications in the table below. They may be re-added if a revised version of the same publication is prepared again.

Table 9: Scientific publication progress and statistics

Type	In Prep.	Submitted	Accepted	Published	Open Access
Small workshop presentations[6]	0	0	0	0	0
Workshop presentations	0	0	0	1	0
Conference presentations	0	1	1	0	0
Journal articles	0	0	1	0	0
Other publications	0	0	0	0	0

The publication pipeline presented in Table 9 is considered to be adequate given the current state of research and innovation activities in the project. Partners have been reminded to ensure that publications in preparation should be reported to the dissemination partner and will provide relevant input for the next document release.

4.2 Scientific Events

In addition to scientific publications, the project also tracks participations in scientific events that are related to AI4SWEng. This includes both events where a project participant fulfils a particular role (e.g. guest speaker or session moderator) and events where project participants join as attendees.

Please note that event participations with scientific presentations are exclusively counted in the subsection for scientific publications and do not appear here. If both an entry for a scientific presentation and participation at a scientific event are registered, then this will either involve a participant not involved in the scientific presentation or a participant who participated in another activity (other than attendance) at the same event.

[6] Small scientific workshops refer to workshop with less than 25 attendees, which can include regional or national workshops in niche areas as well as highly specialized workshops.

The tables below present summaries of the events which partner representatives attended:

Table 10: Workshop on the AI Computing Continuum, Brussels, 19.09.2025

Event	CoGNETs Workshop
Location	Brussel, Belgium
Date	19.09.2025
Attendee(s)	Ali Serdar Atalay (AI4), Atta Badii (UREAD), Naga Sai Dasari (UREAD)
Report	The EU-funded CoGNETs project organised a workshop on the AI computing continuum in Brussels on the 19th of September 2025. CogNets aims to transform Intelligent Infrastructure Management with a scalable middleware framework for autonomous IoT-to-Cloud computing. The project investigates cutting-edge solutions such as self-organisation with dynamic swarms and intelligent agents. Our project coordinator Ali Serdar Atalay from AI4Sec and our project scientific coordinator Professor Atta Badii with research assistant Naga Sai Dasari from the University of Reading joined the CoGNETs Workshop on the AI Computing Continuum in Brussels on the 19th of September and initiated an exchange of ideas and discussed opportunities for future collaboration between AI4SWEng and the CoGNETs project.
Relevance for AI4SWEng	Networking with related EU-funded research initiatives, scientific exchange

These event attendances took place during M1 to M12 inclusive of the AI4SWEng project. Overall, AI4SWEng contributors **attended one scientific event** in addition to events at which workshop and conference presentations were made (see Section 4.1).

4.3 Repository Contributions

With the more widespread use of artificial intelligence and machine learning methods, data sets and generated AI models are now important dissemination assets in addition to other assets such as open-source code releases for software. Contributions to such repositories are now essential for facilitating scientific understanding and future advancements.

AI4SWEng has undertaken to review all relevant assets that are created during the course of the project with respect to the ability to make them available publicly in relevant

repositories and indexing services, in particular Zenodo[7] and the AI-on-Demand[8]-enabled services including e.g. Hugging Face[9]. The main ambitions on the project relating to repository contributions are for contributions with practical use for researchers and developers, including code, AI models and data sets (as opposed to focusing on presentations or documents, which will primarily be disseminated through the AI4SWEng website and associated communication channels).

The following tables describe the repository contributions that have been made so in the period from M1 to M12 inclusive of AI4SWEng:

Table 11: Code and Data for Paper Text2Stories: Evaluating the Alignment Between Stakeholder Interviews and Generated User Stories

Asset	**Code and Data for Paper Text2Stories: Evaluating the Alignment Between Stakeholder Interviews and Generated User Stories**
Author(s)	F. Dente
Type	Code and data for reproducing work described in related paper
Date added	5.10.2025
Description	This repository provides the data, experimental setup, and evaluation scripts used in the paper: "Text2Stories: Evaluating the Alignment Between Stakeholder Interviews and Generated User Stories"
License	MIT
Repository URL	https://github.com/francdente/txt2stories

In the initial phase of the project this document reports on, a repository contribution related to a scientific publication has been made. It is expected that further contributions including ones not directly related to a specific publication will be made during the next reporting period.

4.4 AI4SWEng Events

Project-organised events can be excellent venues for the engagement of the scientific community regarding the key research areas of concern. AI4SWeng has begun planning a scientific workshop that is to be co-located with a conference on AI in software

[7] https://zenodo.org
[8] https://aiod.eu
[9] https://huggingface.co

engineering. The University of Bolzano leads the planning for this workshop and expects to organise the workshop in 2026 or 2027 depending on the project timeline and suitability of identified conferences.

4.5 EU Project Collaboration

AI4SWEng intends to collaborate with related ongoing Horizon Europe projects in particular and also other (including national-level) projects where possible.

In the first instance, AI4SWEng has established contact with the HIVEMIND[10] [11] project with the aim of initiating an exchange between projects to establish opportunities for practical collaboration. Additional joint activities including workshops and evaluations will be discussed in due course.

4.6 Dissemination Performance

This subsection compares the communication KPIs defined in the DoA and Deliverable 7.1 with the progress achieved from M1 to M12 inclusive of the project. The following table summarises the status:

Table 12: Dissemination performance against KPIs

Type	KPI	Target	Ongoing	Available	Status
Small workshops	Number of presentations	>= 10	0	0	Below target
Scientific workshops	Number of presentations	>= 5	1	0	In line
Conferences	Number of presentations	>= 5	2	0	In line
Scientific Journals	Number of articles	>= 8	1	0	In line

The number of presentations and journal articles is generally in line with expectations for the project at the 1-year mark except for small workshop contributions. It is expected that all contribution types and in particular small workshop contribution numbers will increase significantly as project work progresses beyond the requirements engineering and architecture specification stages.

[10] https://hivemind-project.eu
[11] https://cordis.europa.eu/project/id/101189745

5 Exploitation

Exploitation activities in AI4SWEng focus on making concrete use of the results of the project in commercial, societal and political dimensions. This includes the creation of software, prototypes, roadmaps and knowledge sharing mechanisms as well as the commercial exploitation of research and innovation outcomes by the project consortium itself.

Successful exploitation of project achievements is pivotal for project success and given that, AI4SWEng contains a number of activities that work on specific aspects of exploitation:

- T7.2 focuses on the exploitation planning and business plan preparation both at consortium and partner-specific level. Deliverable D7.3 presents initial work towards these plans.
- T7.4 will produce training materials for software developers as explicitly developed training and knowledge sharing resources in addition to the knowledge sharing resources created as part of the research and innovation work in the project.
- T7.5 will develop a roadmap and whitepaper concerning the uptake and future of AI for software engineering, including from a policy perspective.

This section will not reproduce the output created in those tasks, as that is not the purpose of this deliverable. The section will gather information on available prototypes, commercial events (e.g. trade fairs) attended by project participants where AI4SWEng was presented, and it will present statistical data on the use and uptake of training materials and policy-related roadmaps and whitepapers once they become available.

5.1 Prototypes

This subsection will gather information on prototypes that are available for commercial demonstrations.

At this time, no partners have reported availability of a prototype for commercial demonstrations, which is in line with expectations at this stage of development.

5.2 Commercial Events

This subsection gathers information on commercial events such as trade fairs and networking events at which AI4SWEng has been represented by project participants.

At this time, no partners have reported having attended or hosted relevant commercial events, which is in line with expectations at this stage of the project.

5.3 Training Materials

This subsection will report statistics on the uptake and use of training materials once they become publicly available.

5.4 Roadmap and Whitepapers

This subsection will provide statistics on the use of roadmap and whitepaper documents once they become publicly available.

5.5 Exploitation Performance

No specific KPIs for tracking the exploitation performance of the elements reported in this deliverable have been defined. In future releases, this subsection will be used for a qualitative analysis of the uptake of available resources and breadth of commercial event participation by AI4SWEng partners. Steps to improve the observed outcomes will be described and taken as necessary.

6 Conclusions and future work

This final section briefly summarises the CDE effort performed as described in this report and sets the outlook for upcoming work and the next deliverable document.

6.1 Summary

This first CDE reporting deliverable presents the work undertaken in the first 12 months of the project with an active project. Given the early stage of project advancement and the overall duration of the project, progress is generally in line with expectations. The main areas of focus for investment of additional efforts have been identified in the communication section, where more content creation and visibility-oriented activities have been scheduled for the next reporting period.

6.2 Upcoming Work

This deliverable will be updated annually to co-occur with the end of the relevant review periods. The next release of this deliverable will hence be released at M24 of the project.

References

[1] E. Commission, "Communication, Dissemination & Exploitation: What is the difference and why they all matter," 2023. [Online]. Available: https://op.europa.eu/en/publication-detail/-/publication/58ad3394-0a63-11ee-b12e-01aa75ed71a1/language-en. [Accessed 07 10 2025].

[2] LinkedIn, "Content analytics for your LinkedIn page," LinkedIn, 01 09 2025. [Online]. Available: https://www.linkedin.com/help/lms/answer/a564051. [Accessed 27 10 2025].

Appendix A: Dissemination Dashboard

This appendix reproduces the AI4SWEng dissemination dashboard which presents and updates KPI-related metrics on a quarterly basis. Colour highlighting indicates the status of values that are relevant for KPIs (the colour choice should be self-explanatory).

Last updated 11/25

Website

	05/25	06/25	07/25	08/25	09/25	10/25	11/25[12]	Avg.
Views	258	92	214	110	71	98	51	128
Visitors	68	20	43	39	14	28	28	34

Social Media

LinkedIn

	04/25	05/25	06/25	07/25	08/25	09/25	10/25[13]	Avg.
Views	699	74	35	34	15	26	108	142
Visitors	58	13	9	10	8	9	95	29
Followers	18	19	20	20	20	23	38	n/a
Eng.	22	2.7	2.9	41.2	0	19.2	6.7	13.5

GitHub

Not yet active

YouTube

Not yet active

Scientific Publications

Type	In Prep.	Submitted	Accepted	Published	Open Access
Small workshop presentations [14]	0	0	0	0	0
Workshop presentations	0	0	0	1	0
Conference presentations	0	1	1	0	0

[12] Including data up to 25.11.2025

[13] LinkedIn statistics for the month of November 2025 were not available at the time of document completion. They will be provided in the next release of this reporting deliverable.

[14] Small scientific workshops refer to workshop with less than 25 attendees, which can include regional or national workshops in niche areas as well as highly specialized workshops.

Journal articles	0	1	0	0	0
Other publications	0	0	0	0	0