**Paper’s proposal**

1. **Title:**

**“***Representing Relationships among Actors in a Software Ecosystem Through Goal Modelling”*.

1. **Objective**

Software Ecosystems (SECO) is a paradigm which uses theories from Ecology to explain cooperation and competition aspects between organisations participating in an ecosystem. Several studies claim that relationships between actors are considered a key aspect to the success of a SECO. Given that, in this paper we approach the social dimension of a SECO by representing relationships among players through goal modelling. By exploring aspects such as the sharing and convergence of goals among actors, we aim to analyse how to increase the benefits for individuals and community.

1. **Structure**

Sec 1 – Introduction

Sec 2 – Social dimension of Software Ecosystems

Sec 3 – Analysing relationships among SECO actors with goal modelling

Sec 4 – Discussion

Sec 5 – Final considerations

Sec 6 – References

1. **References**

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