

## **CreaRE 2014: Fourth International Workshop on Creativity in Requirements Engineering**

<http://www.se.uni-hannover.de/events/creare-2014>

### **Workshop topic, background and motivation**

Requirements Engineering (RE) not only demands a systematic approach for eliciting, documenting, and validating requirements, but it also is a creative activity. It demands that stakeholders create visions of future software systems and to imagine all their implications. Creativity techniques that have been developed and used in other disciplines and areas of problem-solving, have the potential to be adapted and adopted in today's RE, becoming the foundation for innovative RE processes addressing both problem analysis and solution design.

### **Goals of the workshop.**

The CreaRE series of workshops brings together RE practitioners and researchers who are interested in discussing the role of creativity in RE, the array of creativity techniques that can be applied to RE, and the ways in which creativity techniques from other disciplines can be leveraged in RE. Drawing upon the previous workshop editions, the intended purpose of the CREARE'14 workshop is to be a forum for the exchange of emerging ideas, experience and research results. It also aims at raising awareness in the RE community of the importance of creativity and creativity techniques.

The unique goal of the CreaRE 2014 workshop is to foster collaborative brainstorming and exchange of research designs, and possibly results from studies on using game-based techniques for RE. To this end, we plan to create a game for and with the workshop participants, and experiment with it during the REFSQ'14 conference.

### **Important Dates**

- Jan 5, 2014: paper submission deadline
- Jan 30, 2014: author notification
- Feb 18, 2014: submission of camera-ready papers
- April 7, 2014: workshop date

### **Workshop topics**

Workshop topics include, but are not restricted to:

- The interplay of requirements and creativity (e.g. between RE and the creative process of game design)
- Theories for creativity that fit RE
- The application of known creativity techniques in RE activities
- Emerging ideas for new/adapted creativity techniques for RE activities
- Tool support for creativity-enhancement
- Context-dependency of creativity and creativity techniques
- Industry experiences with creativity techniques in RE
- Relation of creativity to innovation
- RE techniques that enable or support creativity
- Skill-sets for creativity in RE

- Creativity via reuse: trading off innovation and efficient production
- Thought reading: understanding the other perspective/ person
- Creativity in RE for entertainment applications (e.g. games, online learning systems)

## Outline of the paper submission and selection process

We invite two types of submissions: position papers and full papers. Both types should treat a topic from the workshop themes.

- **Position papers** (3-6 pages): Short papers, stating the position of the author(s) on any of the workshop topics. For example, position papers could describe an experiment or a case study in industry. These papers will be evaluated on their potential for generating discussion, on practical relevance and on the originality of the positions stated. Position papers can also be used to describe emerging ideas on how creativity should be performed. These papers will be evaluated based on their relevance, originality and sound argumentation.
- **Full papers** (8-10 pages): Full papers evaluating an experience (in industry) or describing the results of a research effort. Full papers will be evaluated for innovativeness of the proposed ideas and for technical soundness.

Submissions will be accepted via E-Mail at [herrmann@herrmann-ehrich.de](mailto:herrmann@herrmann-ehrich.de). All paper submissions should be in the LNCS format (see <http://www.springer.com/computer/lncs?SGWID=0-164-12-73062-0>).

The papers will be published in the REFSQ workshop proceedings.

All submissions will be reviewed by three members of the Program Committee.

## Workshop agenda

We plan for a half day workshop that includes a key note, a paper presentation session, a game with the workshop participants, and a closing discussion.

## Past editions of the workshop

8 April 2013 at REFSQ 2013: <http://www.se.uni-hannover.de/events/creare-2013>

organizers were Maya Daneva, Andrea Herrmann, Anne Hoffmann, Kurt Schneider

19 March 2012 at REFSQ 2012: <http://www.se.uni-hannover.de/events/creare-2012>

organizers were Maya Daneva, Joerg Doerr, Andrea Herrmann, Kurt Schneider

29 June 2010 at REFSQ 2010: <https://sites.google.com/site/creare2010/>

organizers were Joerg Doerr, Andrea Herrmann, Klaus Schmid, Kurt Schneider

## List of Program Committee

Sebastian Adam	Fraunhofer Institut IESE, Germany
Dan Berry	University of Waterloo, Canada
Hans Hartmann	OBJENTIS Software Integration GmbH, Austria
Thomas Herrmann	Ruhr-University of Bochum, Germany

Eric Knauss	Chalmers   University of Gothenburg, Sweden
Anitha PC	Siemens Information Systems Ltd., Bangalore, India
Chris Rupp	Sophist Group, Germany
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## Workshop organizers

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