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Co-located Workshop with the 14th IEEE International Requirements Engineering Conference (RE'06)

http://www.re06.org/

First International Workshop on

Multimedia Requirements Engineering
(MeRE'06)
Beyond Mere Descriptions

Minneapolis/St. Paul, Minnesota, USA

Tuesday, 12th of September 2006

Themes

Most requirements development and management efforts focus on the production of accessible and validated descriptions. Several methods and tools are in use today that aid the requirements engineer in writing, revising, and communicating requirements as text. This approach has several disadvantages. First, text constitutes a language barrier, particularly a challenge for global companies with distributed product teams. Second, text is an abstract form of communication and as such requires the audience to interpret what is written. This interpretation is always based on past experience, preconceptions, and digestibility of the text (style, amount, intended audience). Third, without apposite use of supporting tools, even the most carefully crafted requirements text may quickly become outdated, inconsistent, or overwhelmingly long.

This workshop explores the possibility to base the requirements development and management effort on multimedia representations, limiting the use of text to areas where it belongs: Rather than making the textual description and its structure the starting point of analysis, the audiovisual depiction now serves as the *big picture* of and framework for requirements analysis. Text as just another medium may still be employed for detailed, technical requirements or for legal concerns.

A particularly well-suited use of multimedia technology seems the capture of stakeholders' requests during requirements development. Approaches that integrate novel uses of portable devices for this task are of special concern for this effort. They may alleviate the common concern that the effort commanded by handling multimedia might outweigh the gained benefits. The general theme of the workshop is communication and modeling of requirements that are expressed in media other than text.

Topics

Topics of interest include experience papers, formal methods, emerging technologies, best practices, research proposals, evaluations and comparisons that focus on multimedia use in requirements development/analysis.

Typical topics of interest include, but are not limited to:

- Media languages/techniques for requirements development/analysis
- Semiological modeling
- Metadata annotation and harvesting technologies
- Case studies of multimedia requirements development/analysis
- Multimedia techniques and tools to facilitate evolution of representations
- Use of portable devices for realtime media capture and annotation

Goals

The workshop aims to provide a collaborative session in which ideas related to multimedia use for requirements engineering are shared, reviewed and debated. The controversy surrounding the practicality of emerging requirements engineering techniques will also be discussed. The workshop will be used to identify future work, issues, problems and priorities, and to propose recommendations around these dimensions for multimedia requirements research.

Targeted Attendees

- RE researchers working in the development of RE tools, techniques and methods
- RE researchers and practitioners investigating the deployment of products of RE research in industry

- RE practitioners with experiences in selection of RE tools, techniques and methods for specific projects
- Multimedia experts who wish to explore scientific and professional use of multimedia technology
- Backgrounds in pedagogy, semiology, or communication design a plus!

Workshop Paper Format and Evaluation

Position papers (3-5 pages) Short papers, stating the position of the author(s) on any of the topics within the scope of the workshop. For example, positions papers could describe experience with a particular research evaluation method, or could propose an area of RE that is ripe for benchmarking, or could propose a benchmark. Position papers will be evaluated based on their potential for generating discussion, and on the originality of the positions expressed.

Full papers (8-10 pages) Full papers either describing experience of comparative evaluation, or report on the results of such evaluation. For example, a full paper might describe how a comparative evaluation of RE techniques was performed in practice, either by controlled experiments in the labs or in industrial settings; or it may present the results of the actual performance of RE tools, methods or processes, in lab-based experiments or in field trials.

The **Workshop format** of MeRE'06 will provide attendees with an opportunity to become familiar with a new topic and establish a good foundation for discussions about multimedia in requirements engineering. We intend to make the workshop discussion- and interaction-oriented. Paper presentations will be used to provoke discussion and participants will break out into small groups for more detailed discussion. These small groups will be organized around common themes or goals identified either from the papers, or by the participants during the workshop. At the end of the day, there will be a plenary session where the groups report back to the workshop as a whole on the results of their discussion and future work. Results may be used as a basis for continued publications.

Duration

1 day (approximately 6 hours)

Important Dates

- **29 June 2006:** Deadline for workshop submissions
- 17 July 2006: Notification of authors
- **31 July 2006:** Camera-ready papers due

All deadlines are 23:59 Apia, Samoa time. The workshop proceedings will be published on the web.

Please submit PDF submissions conforming to IEEE CS proceedings format to our Paperdyne system at

http://www.paperdyne.com/mere06.html

Organizers

Dr. Oliver Creighton, Siemens AG, Corporate Technology, SE 1 (Development Techniques), Germany MeRE06@gmail.com

Univ.-Prof. Bernd Bruegge, Ph.D., Applied Software Engineering, Technische Universität München, Germany

Program Committee

Len Bass, Carnegie Mellon University, Software Engineering Institute, USA

Jeremy Dick, Integrate Systems Engineering Ltd, UK

Heinrich Hußmann, Media Informatics Group, Ludwig-Maximilians-Universität München, Germany

Ana Ivanovic, Healthcare Systems Architecture, Philips Research Europe, the Netherlands

Filippo Lanubile, Università degli Studi di Bari, Dipartimento di Informatica, Italy

Martin Purvis, University of Otago, Dunedin, New Zealand

Muthu Ramachandran, Leeds Metropolitan University, Software Engineering Research Group, UK

Michael Stal, Siemens AG, Corporate Technology, SE 2 (Software Architecture), Germany