http://www.mere07.de/

Co-located Workshop with the 16th IEEE International
Requirements Engineering Conference (RE'08)

http://www.re08.org/

Third International Workshop on

**Multimedia and Enjoyable
Requirements Engineering** (MERE'08)
*Beyond Mere Descriptions and with
More Fun and Games*

Barcelona, Catalunya, Spain

Tuesday, 9th of September 2008

Abstract

High-quality requirements are an important precondition for successful software development. Novel ways to produce high-quality requirements that add value to the entire software development lifecycle are needed. One approach is to encourage a more playful and enjoyable creative process for requirements engineering, both in the training and conduct of its practices, thus increasing the intrinsic motivation for doing a good job. Another approach is to reflect the creativity and vision of requirements engineers in the resulting specifications, transporting ideas on many levels of abstraction and addressing a diverse audience.
We believe that more support is needed in these 'softer' and more 'representational' ar-

eas of requirements engineering. This workshop shall provide an opportunity to exchange new and innovative ideas on how to use multimedia, games, or other emerging concepts to make requirements engineering activities and artifacts more engaging and effective. The workshop will build upon the discussions in earlier, well-received Workshops on Multimedia Requirements Engineering (MeRE'06 and MeRE'07.de), with a particular focus on exploring the value that can arise from elevating the Enjoyment factor in MERE'08.

Topics

Topics of interest include experience papers, method descriptions, emerging technologies, "best" or "worst" practices, research proposals, evaluations, and comparisons that focus on innovative uses of games, multimedia, or other concepts in requirements engineering practice and training. Typical topics of interest include, but are not limited to:

o The role of multimedia or games in pre-requirements and post-requirements specification activities;
o Media languages/techniques for requirements engineering;
o Semiological modeling of requirements;
o Multimedia-based requirements development/analysis/specification;
o Game-oriented requirements development/analysis;
o Approaches to the teaching and training of requirements engineering using games and other multimedia;
o Multimedia techniques and tools to facilitate the evolution of representations.

We explicitly seek proposals from participants who would like to run an interactive or gameplaying session during the workshop, of maximum duration one hour. These sessions may take one of the following forms:
o The demonstration of media-centric techniques or tools in requirements engineering;
o Novel techniques for the interactive exploration of a problem space amongst participants;
o The hands-on use of emerging research techniques or technologies;
o A requirements engineering training game.

Goals

The workshop aims to provide a collaborative session in which lateral thinking about requirements engineering is facilitated. The intention is to explore the value of enjoyment and the role of varying media forms as a way to seed high-quality efforts and results in requirements engineering. It will be a first step towards making requirements engineering more fun and engaging for all stakeholders. The workshop will be used to identify issues, problems and priorities, and to propose recommendations around these dimensions for future requirements research.

Targeted Attendees

o RE researchers working on the development of media or game-based RE tools, techniques, and methods;
o RE researchers and practitioners investigating the deployment of the products of the above RE research in industry;

- RE practitioners with experiences in the selection of RE tools, techniques, and methods for specific projects;
- RE trainers seeking to explore and gain feedback on innovative media or game-based ideas.
- Backgrounds in pedagogy, semiology, game- or communication-design is a plus!
- The workshop will be open to attendees without workshop papers to enable anybody who is interested in gaining new ideas for practice and training to participate in and contribute to the interactive sessions.

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, position papers could describe experiences with a particular game, tool, technique or method. Position papers will be evaluated based on their potential for generating discussion, and on the originality of the positions expressed.

Proposal papers (3-5 pages) Short papers proposing an interactive session within the scope of the workshop. Proposal papers should describe the objectives for the session, required participants and participation, outline the intended session and the expected outcomes, and clarify the anticipated contribution of the work to requirements engineering. Proposal papers will be evaluated based on their potential for engendering fun amongst the participants, learning by all the

parties involved, and on the likely contribution of the effort towards making requirements engineering a more enjoyable experience.

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

The **Workshop format** of MERE'08 will provide attendees with an opportunity to become familiar with emerging topics and establish a good foundation for discussions about new concepts in requirements engineering. We intend to make the workshop discussion- and interaction-oriented. Brief 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, and around interactive sessions which will be solicited in the call for papers. 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 experiences and discussion. Results may be used as a basis for continued publications and future work.

Organizers

- Oliver Creighton, Siemens AG, Corporate Technology, SE 1 (Development Techniques), Germany mere.workshop@gmail.com
- Olly Gotel, Department of Computer Science, Pace University, New York, USA

Program Committee

- *Len Bass,* Carnegie Mellon University, Software Engineering Institute, USA
- *Bernd Brügge,* Technische Universität München, Germany
- *David Callele,* University of Saskatchewan, Canada
- *Jane Cleland-Huang,* DePaul University, USA
- *Paul Grünbacher,* Johannes Kepler University Linz, Austria
- *Heinrich Hußmann,* Ludwig-Maximilians-Universität München, Germany
- *Filippo Lanubile,* University of Bari, Italy
- *Seok-Won Lee,* University of North Carolina at Charlotte, USA
- *Stephen Morris,* City University, UK
- *Martin Purvis,* University of Otago, Dunedin, New Zealand
- *Asarnusch Rashid,* FZI Forschungszentrum Informatik Karlsruhe, Germany
- *Renel Smith,* Pace University, USA