CreaRE 2015: Fifth International Workshop on Creativity in Requirements Engineering

https://sites.google.com/site/creare2015/

Workshop Organizers:

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Workshop topic, background and motivation

In the past five years, Requirements Engineering (RE) has been increasingly more recognized as creative activity. This is especially true in contexts of developing systems for application areas such as game design, crowdsourcing, assistive health-care, smart cities, and green computing. RE for those areas demands stakeholders to 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 researches engaged 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'15 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 2015 workshop is to **foster collaborative brainstorming and exchange of research designs for studies on creativity-related aspects of RE.**

Important Dates

- January 16, 2015: paper submission deadline
- February 06, 2015: author notification
- February 20, 2015: submission of camera-ready papers
- March 23, 2015: workshop date

Workshop topics

Workshop topics include, but are not restricted to:

- The interplay of requirements and creativity
- 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

Outline of the paper submission and selection process

We invite three types of submissions: position papers, research design papers and full papers. All 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, a position paper could describe one company's experience using creative techniques in RE. These papers will be evaluated on their potential for generating discussion, their practical relevance, and the originality of the positions stated. Position papers can also describe emerging trends and ideas on how creativity should be performed. These papers will be evaluated based on their relevance, originality and sound argumentation.
- **Research design papers** (3-6 pages) Short papers presenting a research design (e.g. an experiment or a case study) in industry or in educational settings. These papers will be evaluated on their quality of the research design, their potential for generating discussion and their practical relevance.
- **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 technical soundness and innovativeness of the proposed ideas.

All paper submissions should be in the LNCS format (see http://www.springer.com/computer/lncs?SGWID=0-164-12-73062-0). Submissions will be accepted via the EasyChair online submission system at: https://easychair.org/conferences/?conf=creare15

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

The papers will be published in the CEUR Workshop Proceedings, with ISBN number.

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

CreaRE 2014 at REFSQ 2014: http://www.se.uni-hannover.de/events/creare-2014
CreaRE 2013 at REFSQ 2013: http://www.se.uni-hannover.de/events/creare-2013
CreaRE 2012 at REFSQ 2012: http://www.se.uni-hannover.de/events/creare-2012
CreaRE 2010 at REFSQ 2010: https://sites.google.com/site/creare2010/

CreaRE 2015 Program Committee

Sebastian Adam	Fraunhofer Institut IESE, Germany
Dan Berry	University of Waterloo, Canada
Thomas Herrmann	Ruhr-University of Bochum, Germany
Eric Knauss	Chalmers | University of Gothenburg, Sweden
Anitha PC	Siemens AG, Erlangen, Germany
Kurt Schneider	Leibniz University Hannover, Germany
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Konstantinos Zachos	City University London, UK