

REFSQ'14 Posters Summary

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The poster session of the 20th International Working Conference on Requirements Engineering: Foundations for Software Quality (REFSQ'14) was held on the 8th of April 2014 in Essen, Germany and involved 6 posters exploring various facets of requirements engineering.

The explored topics include:

- A framework for requirements engineering for context-aware systems,
- The notion of stakeholders in requirements engineering and their relationships,
- A process for elicitation and specification of non-functional requirements for web applications,
- Applying Viable Systems Model (VSM) for requirements engineering,
- A method for security requirements elicitation from business processes and
- A game-based concept of training the communication skills in requirements engineering.

The authors of the posters come from the United Kingdom, Argentina, Latvia, and Estonia. The authors submitted a two-page abstract of their posters that is included into the conference proceedings in addition to their posters presented during the conference.

To increase the visibility of the work, a poster slam session is introduced. During the poster slam session, each author presents the poster and the explored problem in a three-minute elevator pitch style presentation to the participants of the conference. The authors explain to the participants the significance of their research and why they should visit their posters in the poster session directly after the slam.

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REFSQ'14 Poster co-chairs