CreaRE 2017: Sixth International Workshop on Creativity in Requirements Engineering

Andrea Herrmann[1], Daniel M. Berry[2], Maya Daneva[3], Eduard C. Groen[4]

[1] Herrmann & Ehrlich, Stuttgart, Germany
herrmann@herrmann-ehrlich.de
[2] University of Waterloo, Canada
dberry@uwaterloo.edu
[3] University of Twente, The Netherlands
M.Daneva@utwente.nl
[4] Fraunhofer IESE, Germany
eduard.groen@iese.fraunhofer.de

Workshop topic, background and motivation

Creativity techniques are recognized as one kind of several major groups of requirements elicitation techniques. Creativity is essential to discover delighter requirements, in addition to the basic and performance requirements. These delighters comprise innovative features, and thus are a driving force behind unique selling points (USPs) for software products. In spite of this, there are far more publications about survey techniques, document-centric techniques and observation techniques for requirements elicitation, than there are about the use of creativity in Requirements Engineering (RE). Many practical questions are still open, especially concerning the applicability and reliability of these techniques in different context, the significance and representativeness of the initial outcomes, and the completeness and post-processing of the requirements resulting from a creativity session. Different software applications domains such as embedded systems, multimedia products, and customer-specific business applications may require techniques to be applied differently, while creativity techniques contribute to shaping the landscape of emerging fields such as the Internet of Things and smart ecosystems. Meanwhile, the field of creativity techniques itself is also changing as tool support and trends like multimedia use with creativity techniques, mobile computing, and online participation such as crowdsourcing demand different approaches.

The workshop website is located at: https://sites.google.com/site/creare2017/

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'17 workshop is to provide 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 techniques, and creative elements in RE and development processes.

The unique goal of the CreaRE 2017 workshop is to foster collaborative creativity and exchange of experiences with creativity techniques useful to RE, with special emphasis on how creativity techniques can facilitate the customization of software to cater to the great diversity in users, contexts and modalities.

Workshop topics

Workshop topics include, but are not restricted to:
- The interplay of requirements and creativity
- The application of known creativity techniques in RE activities
- Promoting stakeholder participation in RE activities through creativity techniques
- Emerging ideas for new/adapted creativity techniques for RE activities
- Creativity in online settings, using the creativity of the crowd, enhancing gamification
- Using creativity techniques to measure and enhance user experience
- Tool support for creativity-enhancement
- Context-dependency of creativity and creativity techniques
- Experiences with and considerations about creativity techniques in RE in industry
- RE techniques that enable or support creativity
- Creativity via reuse: trading off innovation and efficient production

Past editions of the workshop

CreaRE 2015: March 23, 2015 at REFSQ 15:
    https://sites.google.com/site/creare2015/
CreaRE 2014: 7 April 2014 at REFSQ 2014:
    http://www.se.uni-hannover.de/events/creare-2014/
CreaRE 2013: 8 April 2013 at REFSQ 2013:
    http://www.se.uni-hannover.de/events/creare-2013/

CreaRE 2012: 19 March 2012 at REFSQ 2012:
     http://www.se.uni-hannover.de/events/creare-2012/
CreaRE 2010: 29 June 2010 at REFSQ 2010:
     https://sites.google.com/site/creare2010/

Program Committee

Sebastian Adam	Fraunhofer IESE, Germany
Jörg Dörr	Fraunhofer IESE, Germany
Thomas Herrmann	Ruhr-University of Bochum, Germany
Eric Knauss	Chalmers | University of Gothenburg, Sweden
Neil Maiden	City University London, UK
Anitha PC	Siemens Information Systems Ltd., Bangalore, India
Kurt Schneider	Leibniz University Hannover, Germany
Norbert Seyff	University of Zurich, Switzerland
Klaus Schmid	University of Hildesheim, Germany