

Eighth International Workshop on Creativity in Requirements Engineering (CreaRE 2019)

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1 Workshop Theme and Motivation

Where do great requirements come from? The development of a new IT system or the replacement or radical enhancement of an existing IT system provides the chance to gather innovative ideas, to make radical improvements, and to reinvent the work process. However, current techniques for analyzing customer-provided documents and existing systems lead to identifying only the basic requirements that the IT system should fulfill, and elicitation techniques such as stakeholder interviews help identify ideas for the incremental improvement of a system. Thus, these standard techniques lead to a conservative requirements specification with little innovation potential.

Creativity techniques help stakeholders identify delighter requirements, which make aspects of the new system a real positive surprise. These delighters generally are highly innovative features.

In spite of this need for creativity, there are many 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 contexts or the completeness and post-processing of the requirements resulting from a creativity session. Different software applications domains such as embedded systems, multimedia products or customer-specific business applications may require creativity techniques to be applied differently, and these techniques also contribute to shaping the landscape of emerging fields such as the Internet of Things and smart ecosystems. Meanwhile, also the field of creativity techniques itself is changing as tool support and trends like multimedia use with creativity techniques, mobile computing, and online participation demand different approaches.

2 Goals of the Workshop

The purpose of the CreaRE 2019 workshop is to provide a forum for the exchange of ideas and experiences and research results. The participants will learn from the speakers and from each other.

3 Workshop Topics

The workshop itself brings together the topics creativity and requirements. Topics for discussion among the workshop participants include, but are not restricted to:

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- creative use of techniques originally designed for other purposes, but now applied as RE techniques, and/or creativity enhancers, especially for requirements elicitation,
- the application of known creativity techniques in RE activities,
- promoting stakeholder participation in RE activities through creativity techniques,
- emerging ideas for new or adapted creativity techniques for RE activities,
- creativity in online settings, using the creativity of the crowd,
- gamification and creativity for RE,
- 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, and
- creativity via reuse: trading off innovation and efficient production.

4 Program

The CreaRE 2019 program features a keynote by Dr. Kerstin Röse, from Siemens, titled, *Digitalization and AI Bring the Work Back to the Roots — Towards an RE 4.0*. The program also includes two paper presentations:

- A. Herrmann, L. Mich, D.M. Berry, *Two Experiments Comparing Two Four-Step EPMcreate-Based Creativity Techniques for Requirements Elicitation*
- P. Mennig and M. Trapp, *Designing Flexible Creative Spaces*

These three presentations should promote lively discussions.

5 Program Committee

Thanks go to the program committee members.

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