

Preface

The iStar workshop series is dedicated to the discussion of concepts, methods, techniques, tools, and applications associated with *i** (iStar) and related goal modelling frameworks and approaches (Tropos, GRL, among others). As in previous editions, the objective of the workshop is to provide a unique opportunity for researchers in the area to exchange ideas, compare notes, promote interactions, and forge new collaborations. Expected outcomes include the communication of early results and new ideas to fellow researchers for feedback, the identification of the current problems and promising future research directions and the fostering of awareness, collaboration, and interoperability in the area of tool development.

The iStar'24 workshop is the latest of seventeen (17) successful editions beginning in Trento in 2002, and followed by London (2005), Recife (2008), Hammamet (2010), Trento (2011), Valencia (2013), Thessaloniki (2014), Ottawa (2015), Beijing (2016), Essen (2017), Tallinn (2018), Salvador (2019), Zürich (2020), St. John's (2021), Hyderabad (2022) and Hannover (2023). This year, the workshop ran in conjunction with the 43rd International Conference on Conceptual Modeling (ER 2024), following previous tradition of holding it with ER every other year benefitting from the common themes and interests shared by the two events.

In line with the ER'24 conference theme "*Conceptual Modeling, AI, and Beyond*", this edition of the iStar workshop series sought to explore what the relevance is of goal modeling to the implementation of AI-intensive systems, or, reversely, how data-driven AI can support, automate, and validate the goal modelling effort. For example, can goal modeling help us describe, analyze, and address key problems in AI safety and regulation? Can it be the basis of a requirements- and user-centered AI engineering discipline? What is the role of LLMs in producing and interacting with models of stakeholder goals? Do LLMs and other deep learning-based systems have an explicable intentional structure? Where does it come from, how can we extract it, and how can we relate it to the socio-technical context in which such systems are developed and deployed?

The workshop format aims to promote interaction and inclusivity. iStar'24 prioritizes relevance and discussion potential for paper acceptance. A 20-member program committee of experts reviewed four (4) submitted papers, each evaluated by three reviewers. As all met the criteria, they were accepted for presentation. The revised versions are included in these proceedings. The papers cover a variety of topics relating to *i**: an *i**-based language for requirements modeling and elicitation for explainable AI (Navarro et al.), a study on the application of goal modeling to specify human-robot collaborations (Raja and Daun), a technique for generating iStar models using ChatGPT (Hirabayashi and Saeki) and the application of agent-orientated modeling for analyzing goal conflicts in decision points within ML design processes (Sothilingam and Yu).

The iStar'24 event opened with a keynote by Prof. Renata Guizzardi and Prof. Giancarlo Guizzardi, from the University of Twente, entitled "*Ontology-Based Requirements Engineering: The Case of Ethicality Requirements*". Presentation of the four papers ensued, each allotted 25 minutes for presentation and discussion. The workshop closed with a panel discussion, in which Prof. Travis D. Breaux (Carnegie Mellon University), Prof. Giancarlo Guizzardi (University of Twente), and Prof. Eric Yu (University of Toronto), exchanged views on the general topic of "*Opportunities and Challenges for GORE in the era of Learning-based AI*". A report from the discussion has been compiled and included in these proceedings.

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