

Preface: Twelfth International Workshop on Creativity in Requirements Engineering (CreaRE 2025)

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1. Workshop Theme and Motivation

Where do great requirements come from? Technological advancements in the form of amazing new software features, disruptive innovations, emerging new fields such as the Internet of Things and smart ecosystems, and radical enhancements to existing software all rely on one thing: innovative ideas that reinvent the work context, process or experience. However, most requirements elicitation techniques help to identify only the basic requirements that an IT system should fulfill or conservative ideas for the incremental improvement of a system, all with little innovation potential.

Creativity is needed to identify delighter requirements, which make aspects of the new system a real positive surprise. Methods such as Design Thinking employ creativity to develop new innovative products and innovate improvements on existing products. With the progress of Artificial Intelligence (AI), innovative ways of the team of AI and humans can create new ideas jointly. The CreaRE workshop provides a platform for introducing, discussing and elaborating on ways to be creative for 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 or being created by artificial intelligence. Different software applications domains may require creativity techniques to be applied differently. Meanwhile, the field of creativity techniques itself is also changing as tool support and trends like AI and multimedia use with creativity techniques, crowd Re, and online participation demand different approaches, which provides new opportunities for involving creativity in RE but also introduces new challenges.

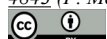
2. Goals of the Workshop

The purpose of the CreaRE workshop is to provide a forum for the exchange of ideas, experiences and research results. The participants will learn from the speakers and from each other, and will gain hands-on experiences in applying creativity techniques themselves in mini-tutorials.

In: A. Hess, A. Susi, E. C. Groen, M. Ruiz, M. Abbas, F. B. Aydemir, M. Daneva, R. Guizzardi, J. Gulden, A. Herrmann, J. Horkoff, S. Kopczyńska, P. Mennig, M. Oriol Hilari, E. Paja, A. Perini, A. Rachmann, K. Schneider, L. Semini, P. Spoletini, A. Vogelsang. Joint Proceedings of REFSQ-2025 Workshops, Doctoral Symposium, Posters & Tools Track, and Education and Training Track. Co-located with REFSQ 2025. Barcelona, Spain, April 7, 2025.

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3. Workshop Topics

As the CreaRE workshop brings together the concepts of creativity and requirements, its topics include, but are not restricted to:

- The cooperation of humans and Artificial Intelligence in being creative in RE
- Analyzing how distributed online collaboration has advanced creativity in doing RE, for example through changes in our communication, collaboration, co-creation, crowdRE and tool use
- The application of known, new or adapted creativity techniques in RE activities
- Creative use of techniques originally designed for other purposes, but now applied as RE techniques, and/or creativity enhancers, especially for requirements elicitation
- Promoting stakeholder participation in RE activities through creativity techniques
- Using the creativity of the crowd
- Gamification and creativity for RE
- Using creativity techniques to 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

4. Program

The CreaRE 2025 program features one interactive session, three research papers and a discussion session:

- interactive session: Alexander Rachmann: Architecture Decision Map (ADM)
- Luisa Mich: Choosing a Creativity Technique for Requirements Elicitation: an updated framework
- Beatriz Cabrero-Daniel: How reliance on GenAI might limit human creativity and critical thinking in different fields
- Giovanna Broccia, Alessandro Borselli, Maria Rosaria Cefaloni, Franco Delcorno and Alessio Ferrari: Can Large Language Models Assist GUI Designers? An Experience Report
- Discussion: Future of the creativity in RE in the days of AI-human-collaboration

Interested readers are invited to visit the workshop's website: <https://create.iese.de/>

5. Program Committee

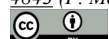
Our sincere gratitude goes out to the members of our program committee:

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|-------------------|--|
| • Raian Ali | Hamad Bin Khalifa University, Qatar |
| • Carina Alves | Universidade Federal de Pernambuco, Brazil |
| • Dan Berry | University of Waterloo, Canada |
| • Fabiano Dalpiaz | University of Utrecht, The Netherlands |
| • Rodrigo Falcao | Fraunhofer IESE, Germany |
| • Meira Levy | Shenkar College, Israel |
| • Luisa Mich | University of Trento, Italy |

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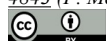
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- Richard Berntsson Svensson Chalmers University of Technology, Sweden

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