

Welcome to the 1st International Workshop on Participatory, User-centered Requirements Engineering (PURE'26)

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Abstract

In today's rapidly evolving software development landscape, fulfilling user-centered qualities such as a positive user experience and inclusivity is crucial. These objectives can only be achieved when users' needs, values, and expectations are met — or even exceeded.

Our workshop, "Participatory User-Centered Requirements Engineering" (PURE) aims to explore the integration of user participation with requirements engineering (RE). We focus on prioritizing human needs and empathy within the RE process, ensuring that the solutions developed truly resonate with and serve the users effectively.

Keywords

Requirements Engineering, Participatory Design, User-centered Design, Human Values

1. Workshop Context

In today's rapidly evolving software development landscape, it is crucial to fulfill user-centered qualities such as a positive user experience and inclusivity. These objectives can only be achieved when users' needs, values, and expectations are met — or even exceeded. PURE aims to explore the integration of user participation with requirements engineering. We focus on prioritizing human needs and empathy within the RE process, ensuring that the solutions developed truly resonate with and serve the users effectively.

To achieve this, the key objectives of the workshop comprise the following topics. By bridging RE and Human-Computer Interaction (HCI), we aim to delve into methods and techniques that contribute to designing software that aligns with user needs and fosters user satisfaction, respectively, user experience. Emphasize the importance of empathy in RE by discussing strategies that actively engage diverse user groups (e.g., including elderly individuals, children, or people with disabilities). By understanding and valuing the perspectives and emotions of these users, we can create more inclusive and accessible solutions. Assess the knowledge and skills that Requirements Engineers must possess to gain empathy with the users. We will explore insights from other disciplines, such as psychology, to enhance our understanding of user behavior, needs, and emotional contexts. Amidst the rising emphasis on AI and Large Language Models (LLMs), our goal is to refocus attention on users. We will discuss how these advanced tools can be leveraged to enhance user experiences without overshadowing the primary objective: a genuinely user-centered design.

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2. Workshop Topics

The PURE workshop aims to engage interdisciplinary research. Workshop topics of interest include, but are not restricted to:

- **User Research Methods:** Which methods and techniques (e.g., adapted from HCI, Design Thinking, Value-sensitive Design) are most effective in ensuring a positive user experience through empathy?
- **Participatory RE / Co-Creation:** How can we actively involve end-users in the RE process, particularly those from specific target groups, to foster a sense of inclusion, human values and empathy?
- **Interdisciplinary Synergies:** What interdisciplinary insights and best practices (e.g., from domains like psychology, human factors) can be adapted into RE and thus support user-centered design?
- **Emerging technologies and user-centered qualities:** In what ways can emerging technologies, like LLMs, support but not detract from user-centered RE that empathizes with the user's journey? Which human-centered qualities are gaining more importance in the future (e.g., explainability)?

3. Workshop Submissions and Review Process

We received a total of four initial submissions; three research papers and one extended abstract for an interactive session. One research paper submission was desk-rejected due to missing files. The other three submissions underwent a rigorous review process by our programme committee and organizers. Both research papers were reviewed by four members of our programme committee and were accepted for presentation at the workshop. The interactive session's extended abstract was reviewed by the organizers and accepted for conduction at the workshop. Furthermore, we invited a keynote talk to our workshop, which includes an abstract submission.

4. Workshop Programme

The overall content programme is structured as follows:

1. **Keynote Talk** Daniel M. Berry "*Why Large Language Models Appear to be Intelligent and Creative: Because They Generate Bullsh*t!*"
2. **Full Paper Talk** Cedric Wellhausen, Laura Reinhardt and Kurt Schneider "*User Reviews as a Source for Usability Requirements: A Precursor Study on Using Large Language Models*"
3. **Full Paper Talk** Kaisa Raadik and Kuldar Taveter "*Do-Be-Feel-Based Motivational Goal Modelling in Design Thinking Education: A Qualitative Case Study*"
4. **Interactive Session** Andrea Herrmann and Luisa Mich "*Interactive Session: Prompting for creative requirements from ChatGPT*"

5. Organization

5.1. Organizing Committee

- Hannah Deters, Leibniz University Hannover, Germany
- Jakob Droste, Leibniz University Hannover, Germany
- Anne Hess, Technical University of Applied Sciences Würzburg-Schweinfurt, Germany
- Elisa Schmid, Leibniz University Hannover, Germany

5.2. Programme Committee

- Jens Gulden, Utrecht University, Netherlands
- Irit Hadar, University of Haifa, Israel
- Zoe Pfister, University of Innsbruck, Austria
- Alexander Rachmann, Niederrhein University of Applied Sciences, Germany
- Dan Berry, University of Waterloo, Canada
- Timo Speith, University of Bayreuth, Germany
- Angelo Susi, Fondazione Bruno Kessler, Italy
- Elda Paja, IT University of Copenhagen, Denmark
- Jil Klünder, University of Applied Sciences Hannover, Germany
- Lekshmi Murali Rani, Chalmers University of Technology and University of Gothenburg, Sweden

6. Important Dates

All deadlines were handled in AoE time (UTC-12).

- Paper Submission: January 22nd, 2026
- Author Notification: February 14th, 2026
- Camera Ready: February 21st, 2026
- Workshop: March 23rd, 2026

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