Call for Papers

CrowdRE'22: 6th International Workshop on Crowd-Based Requirements Engineering
In conjunction with RE'22 — August 15th - 19th, 2022 (virtual conference)

Motivation & Goal The rise of mobile, social, cloud, and crowdsourcing applications required requirements engineering (RE) to adapt itself. The traditional methods of RE are very inefficient in situations involving thousands to millions of current and potential users of a (software) product. The crowd is an interesting source for RE because it produces user feedback in texts and usage data. Being able to respond quickly, effectively, and iteratively to the requirements, problems, wishes, and needs identified in user feedback can increase a product's success. Crowd-Based RE (CrowdRE) seeks to provide RE with suitable means for this crowd paradigm.

The Sixth Workshop on Crowd-Based Requirements Engineering (CrowdRE'22) focuses on **Motivation of Users in CrowdRE** and **CrowdRE and Human Values**.

CrowdRE'22 builds on the successes of its previous editions, which unified the visions into a coherent RE approach (CrowdRE'15), established a roadmap and shared resources (CrowdRE'17), strengthened relationships to artificial intelligence techniques (CrowdRE as a special focal topic of AIRE'18), redefined its scope (CrowdRE'19), expanded into digital transformation territory (CrowdRE'20), and bridged the gap between CrowdRE and development settings, especially in the era of the COVID-19 pandemic (CrowdRE'21).

Submissions

CrowdRE is looking for submissions containing original research (2–3 pages short; 4-6 pages full; 1-page extended abstracts of conference-first papers). See the workshop website for details on all paper categories we accept. Each submission will be reviewed by three reviewers.

Important Dates	(AoE-Time)
Abstract Submission:	12 May 2022
Paper Submission:	26 May 2022 (EasyChair)
Paper Notification:	17 June 2022
Camera Ready due:	07 July 2022
Workshop:	**15 August 2022**

Program Committee

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- Gouri Deshpande, University of Calgary (Canada)
- Jil Klünder, Leibniz University Hannover (Germany)

Key Questions

Motivation of Users in CrowdRE
- What are suitable CrowdRE approaches to motivate users to actively participate and provide feedback?
- How can strategies in CrowdRE look like and be applied to motivate users of a (software) product to actively participate and provide feedback?
- How can CrowdRE learn from other disciplines such as marketing, public relations, or advertising to increase users' interest and motivation to actively participate?

CrowdRE and Human Values
- What are the effects of human values in CrowdRE on individual stakeholders, their contribution to RE, and on the crowd as a whole?
- How does CrowdRE contribute to understand and handle the diversity of a crowd and the human values of all crowd members?
- What are suitable CrowdRE approaches and technologies used to ensure human values in (1) a (software) product or (2) one or more of the four key activities of CrowdRE for all its crowd members?

Themes of Interests
- Crowd-based Requirements Engineering (CrowdRE)
- Platforms and tools supporting CrowdRE
- User feedback Analysis for RE using Big Data & Mining
- Natural language processing, Machine Learning, etc.
- Crowd-based monitoring and usage mining approaches
- Case studies and Use cases involving CrowdRE
- Process descriptions of implementing CrowdRE
- Method descriptions that can be applied in CrowdRE
- The role of requirements engineers in CrowdRE
- Contributions of CrowdRE to RE and SE
- Intersection of CrowdRE and other domains such as sociology, psychology, and human factors
- Motivating, steering, and boosting creativity in a crowd
- Understanding, diversifying and engaging a crowd

Co-Organizers
- Oliver Karras, TIB – Leibniz Information Centre for Science and Technology (Germany)
- Norbert Seyff, FHNW and UZH (Switzerland)
- Miroslav Tushev, Louisiana State University (USA)
- Farnaz Fotrousi, University of Hamburg (Germany)

https://crowdre.github.io/ws-2022/

Twitter: @CrowdREWs