Call for Papers

CrowdRE'23: 7th International Workshop on Crowd-Based Requirements Engineering

In conjunction with RE'23 — September 04th - 08th, 2023

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 vast user feedback in text 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 addressing this crowd-based paradigm.

The Seventh International Workshop on Crowd-Based Requirements Engineering (CrowdRE'23) focuses on the **Alignment of CrowdRE with Current Developments in RE** as well as **Inter- and Transdisciplinary CrowdRE**.

Submissions

CrowdRE seeks 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. Each submission will be peer-reviewed by three reviewers.

Important Dates	(AoE-Time)
Abstract Submission:	02 June 2023
Paper Submission:	09 June 2023 (EasyChair)
Paper Notification:	07 July 2023
Camera Ready due:	14 July 2023
Workshop:	**04 or 05 September 2023**

Program Committee

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- Marjo Kauppinen, Aalto University (Finland)
- Emitzá Guzmán, Vrije Univ. Amsterdam (Netherlands)

Key Topics

Alignment of CrowdRE with current developments in RE

- Transfer and application of current developments in RE such as diversity and inclusion, human values, responsibility, trustworthiness, and explainable artificial intelligence into CrowdRE.
- Development of new or revised theories, approaches, and methods for CrowdRE that include/consider current developments in RE.
- Investigation of the effects of current developments in RE on CrowdRE, its individual stakeholders, their contributions, and on the crowd as a whole.
- Applications of artificial intelligence, machine learning, or natural language processing targeted for CrowdRE.

Inter- and Transdisciplinary CrowdRE

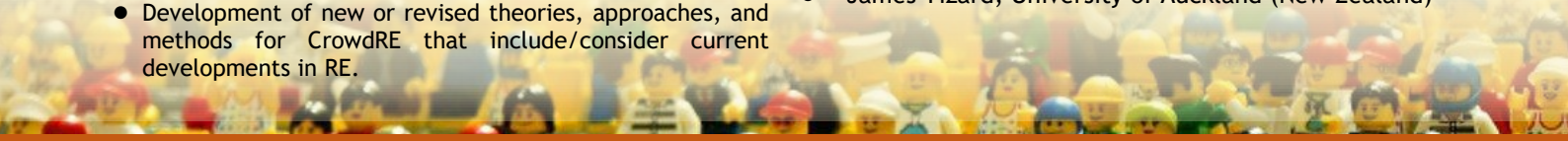
- What are the effects of human values in CrowdRE on individual stakeholders, their contribution to RE, and on the crowd as a whole?
- How does CrowdRE contribute to understanding and handling the diversity of a crowd and the human values of all crowd members?
- What are suitable CrowdRE approaches and 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: Research & Practice in CrowdRE related to

- Analysis of user feedback for RE using big data and data mining
- Natural language processing, information retrieval, (supervised and unsupervised) machine learning, ontologies
- Crowd-based monitoring and usage mining approaches
- Case studies and use cases involving CrowdRE
- Process descriptions for implementing or performing CrowdRE
- Method descriptions that can be applied in CrowdRE
- The role of the requirements engineer in CrowdRE
- Contributions of CrowdRE to RE and to software engineering
- The intersection of RE and domains such as sociology, psychology, and anthropology
- Approaches to motivate, steer, and boost creativity in the crowd and understand, diversify and engage a crowd for RE
- Automated RE and data (safeguarding rollback, privacy, traceability and data integrity; measuring validity, reliability, source quality; processing of rejected data)
- Platforms and tools supporting CrowdRE

Co-Organizers

- Oliver Karras, TIB – Leibniz Information Centre for Science and Technology (Germany)
- Irit Hadar, University of Haifa (Israel)
- Muneera Bano, Data61 - CSIRO (Australia)
- James Tizard, University of Auckland (New Zealand)



https://crowdre.github.io/ws-2023/

Twitter: @CrowdREWs