

Third International Workshop on Affective Computing in Requirements Engineering

A workshop in conjunction with **RE'20** on September 1, 2020 in Zurich, Switzerland.

Overview — Affective computing spans a broad research field from the recognition to the expression of emotions, which is of interest for software systems as they are designed and used by humans. For requirements engineering (RE), understanding and utilizing personality traits, attitudes, moods, and emotions play a crucial role in various facets, reaching from the consideration of individual professionals and team performance during RE activities to the utilization of end user emotions as a means to verify and validate requirements.

Goal — The AffectRE workshop aims at creating an international, sustainable community where researchers and practitioners can meet, present, and discuss their current work to *affect* the RE community with ideas from affective computing. In its third edition, this workshop fosters high-quality contributions about empirical studies, theoretical models, and tools that raise emotion awareness in RE.

Topics of Interest include, but are not limited to:

- Automatic recognition and impact assessment of affective and cognitive states (affects, emotions, moods, attitudes, personality traits) on individual and group performance, commitment and collaboration in RE;
- Methods and artifacts for elicitation and modelling of emotional requirements, including the relevant approaches of participatory design (co-design);
- Leveraging stakeholders' affective feedback to improve requirements, tools, and processes (e.g., capture and analyze the sentiment of users and community feedback, aspect-based sentiment analysis of product reviews);
- Exploration of biometric sensors emerging from new (consumer) hardware which enable new measurement techniques to support the verification and validation of both functional and nonfunctional requirements;
- Interaction between RE and other software lifecycle activities, such as testing, from emotional and cognitive perspectives (e.g., in the communication between requirements engineers and testers);
- Design, development, and evaluation of frameworks and tools to support emotion and cognition awareness in RE;
- Defining or adapting psychological models of affect to RE (e.g., understanding the trigger behind positive and negative emotions during the requirement engineering process, modeling coarse vs. fine-grained emotion);
- Affective and cognitive state detection from the multimodal analysis of spontaneous communicative behavior, such as natural language, body postures and gestures, speech, or conversations;
- Sensing from communication artifact (e.g., message boards, social media) and techniques/tools for extracting and summarizing emotions from such channels;
- Interplay between affect and exogenous or endogenous workplace factors (e.g., physical location of the stakeholders, organizational hierarchy, adopted technologies);
- Emotion and cognition awareness in cross-cultural stakeholder teams (e.g., in global software development);
- Software frameworks, APIs, and patterns for designing and maintaining RE affect- and cognitive-aware systems (e.g., for integrating their sensing in requirements management tools).

Submissions

- Full research papers (up to 6 pages) describe original work, such as novel approaches or frameworks, which are supported by initial validation results. Empirical evaluations and industrial experience reports are welcomed as well.
- Short position papers (up to 4 pages) describe a new idea or work in progress that is currently in an early development stage.
- Extended abstracts (up to 2 pages) outline a research project or *newly developed* tools, techniques or datasets, which must be supported by a poster on the workshop day.
- Promotional summaries (up to 2 pages) outline the use of *established* software or hardware for affective computing that may be new but of interest to the RE community. Authors should prepare an interactive presentation to promote and demonstrate why such software or hardware can be useful. This presentation should also contain a part that teaches how they can be used.

Important Dates

All deadlines are due at 23:59:59 AoE.

Abstract Submission: May 15, 2020 Optional
Paper Submission: May 22, 2020
Author Notification: June 22, 2020
Camera-Ready Submission: July 13, 2020

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