Call for Papers

CrowdRE'21: 5th International Workshop on Crowd-Based Requirements Engineering

In conjunction with RE'21 — September 20th - 24th, 2021 (virtual conference)

Motivation & Goal The rise of mobile, social and cloud apps 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 Fifth Workshop on Crowd-Based Requirements Engineering (CrowdRE'21) focuses on **CrowdRE in the era of the COVID-19 pandemic** and **bridging the gap between CrowdRE and development**.

CrowdRE'21 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 special focal topic of AIRE'18), redefined its scope (CrowdRE'19), and expanded into digital transformation territory (CrowdRE'20).

Submissions CrowdRE is looking for general 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)
Paper Submission:	24 June 2021
Paper Notification:	23 July 2021
Camera Ready due:	12 August 2021
Workshop:	**20 or 21 Sept 2021**

Program Committee

- Nirav Ajmeri, North Carolina State Univ. (USA)
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- Kurt Schneider, Leibniz U. Hannover (Germany)
- Zahra Shakeri, Calgary University (Canada)
- Chong Wang, Wuhan University (China)

Key Questions

- What are suitable CrowdRE approaches and technologies used during a "lockdown"?
- What are the effects of social distancing and reduced personal contacts on individual stakeholders and their contribution to RE, and on the crowd as a whole (social resilience)?
- How does CrowdRE contribute to understanding and containing the pandemic, and assuring the quality of relevant apps?
- How can CrowdRE be implemented in a development setting, and what are lessons learned from doing so?
- How can the results of CrowdRE results (e.g., from text or usage mining) be translated into suitable artifacts for use in RE & SE such as models and text-based templates (e.g., User Stories)?

Themes of Interests

- Crowd-based Requirements Engineering (CrowdRE)
- Analysis of user feedback for RE using Big Data and 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 of 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, human factors, 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

- Muneera Bano, Deakin University (Australia)
- Eduard C. Groen, Fraunhofer IESE (Germany)
- Irit Hadar, University of Haifa (Israel)
- Norbert Seyff, FHNW and UZH (Switzerland)

Website & Social Media Chair

- Miroslav Tushev, Louisiana State University (USA)

https://crowdre.github.io/ws-2021/

Twitter: @CrowdREWs Facebook: @CrowdREWs