

# CrowdRE'24: 8th International Workshop on Crowd-Based Requirements Engineering

Workshop held in conjunction with



32nd IEEE International  
Requirements  
Engineering  
Conference  
24-28 June 2024  
Reykjavik, Iceland

## CrowdRE'24: Call for Papers

### Motivation and Goals

The rise of mobile, social, cloud, and crowd-sourcing applications requires requirements engineering (RE) to adapt. The traditional methods of RE are inefficient in situations involving thousands to millions of users of a (software) product. The crowd is an interesting source for RE as it produces user feedback in texts and usage data. Being able to respond quickly, effectively, and iteratively to 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.

### Submissions

CrowdRE seeks submissions containing original research (2–3 pages short; 4–6 pages full; 1-page extended abstracts of conference-first papers). Each submission will be peer-reviewed by three reviewers.

### Key Topics

#### Exploiting Large Language Models and Generative AI in CrowdRE

Harnessing vast amounts of data created by the crowd, such as large language models (LLMs) and the disruptive rise of generative AI, expands the palette of CrowdRE with previously unimaginable capabilities to understand crowds. Not only can LLMs revolutionize the way text-based user feedback is gathered and analyzed, but other models allow us to approach speech, images, and usage data in entirely new ways. These changes require us to rethink and realign CrowdRE to ensure it remains well-equipped for this brave new world. CrowdRE'24 solicits visions and early demonstrations of this potential.

#### Broadening the reach and perception of CrowdRE

The CrowdRE paradigm has proved to resolve challenges with stakeholder understanding across domains. The changing RE landscape blurs its perceptions, boundaries, and topics. This should not be considered a challenge. Rather, it facilitates countless opportunities for inter- and transdisciplinary collaborations that can be mutually beneficial, for example, its promising contribution to market research. Moreover, CrowdRE can play a driving role in improving sustainability by helping to safeguard the continuity of development and to ensure values such as ethics and privacy, thanks to its close interaction with the crowd. To make this come to fruition, however, this requires strategies to influence the industrial perception of CrowdRE. CrowdRE'24 solicits works aimed at promoting inter- and transdisciplinary collaboration and industry applicability.

### Themes

While we welcome original papers that focus on traditional CrowdRE topics, we also invite authors to report on the following topics in particular:

- Applications of artificial intelligence (AI), machine learning, and natural language processing for CrowdRE;
- Current developments in RE such as generative AI, responsible, trustworthy & explainable AI, sustainability, human values, needs & goals, and diversity & inclusion;
- The effects of current developments in RE on CrowdRE, its individual stakeholders, their contributions, and the crowd as a whole;
- New or revised theories, approaches, and methods for CrowdRE that include current developments in RE, in particular, those that foster trans- and interdisciplinarity and industry applicability;
- Case studies with lessons learned from practical, industry-oriented, multidisciplinary, and cross-domain collaborations that involve CrowdRE;
- New or revised methods for CrowdRE inspired, learned, or adapted from other disciplines.

More details are available online at <https://crowdre.github.io/ws-2024/>

### Important Dates

Abstracts: March 20th, 2024  
**Full paper: March 27th, 2024**  
Notification: April 29th, 2024  
Camera-ready: May 6th, 2024  
Workshop: June 24th or 25th, 2024

### Co-Organizers

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Gouri Ginde, University of Calgary (Canada)  
Eduard C. Groen, Fraunhofer IESE (Germany)  
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### Program Committee Members

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