

Document Title	Format	Availability	Downloa
Enhancement approach for non-functional requirements analysis in Agile environment		(abstract only)	Comp
Gamified requirements engineering: Model and experimentation	=	(abstract only)	Comp
Preventing incomplete/hidden requirements: Reflections on survey data from Austria and Brazil	1	(abstract only)	Comp
The use and effectiveness of user stories in practice		(abstract only)	Comp
Towards automated requirements checking throughout development processes of interactive systems	T <sub>III</sub>	(abstract only)	Comp
Quality criteria for just-in-time requirements: Just enough, just-in-time?	=:	(abstract only)	Comp
Forging high-quality User Stories: Towards a discipline for Agile Requirements		(abstract only)	Comp
User scenarios through user interaction diagrams		(abstract only)	Comp
A Mapping Study on Requirements Engineering in Agile Software Development		(abstract only)	Comp
Multi-case study of agile requirements engineering and the use of test cases as requirements		(PDF full text)	Comp
A process to increase the model quality in the context of model-based testing		(abstract only)	Comp
An impact study of business process models for requirements elicitation in XP		(abstract only)	Comp
Applying Kano model into goal/requirements elicitation for crossplatform mobile content technology		(abstract only)	○ Comp
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