5th International Workshop on Creativity in Requirements Engineering (CreaRE'15)

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Workshop topic, background and motivation

In the past five years, Requirements Engineering (RE) has been increasingly more recognized as creative activity. This is especially true in contexts of developing systems for application areas such as game design, crowdsourcing, assistive health-care, smart cities, and green computing. RE for those areas demands stakeholders to create visions of future software systems and to imagine all their implications. Creativity techniques that have been developed and used in other disciplines and areas of problem-solving, have the potential to be adapted and adopted in today's RE, becoming the foundation for innovative RE processes addressing both problem analysis and solution design.

The workshop website: https://sites.google.com/site/creare2015/

Goals of the workshop

The CreaRE series of workshops brings together RE practitioners and researchers engaged in discussing the role of creativity in RE, the array of creativity techniques that can be applied to RE, and the ways in which creativity techniques from other disciplines can be leveraged in RE. Drawing upon the previous workshop editions, the intended purpose of the CREARE'15 workshop is to be a forum for the exchange of emerging ideas, experience and research results. It also aims at raising awareness in the RE community of the importance of creativity and creativity techniques.

The unique goal of the CreaRE 2015 workshop is **to foster collaborative brainstorming and exchange of knowledge on creativity-related aspects of RE**. This can also include discussing research designs for empirical studies on creativity in RE.

Workshop topics

Workshop topics include, but are not restricted to:
- The interplay of requirements and creativity (e.g. between RE and the creative process of game design)
- Theories for creativity that fit RE
- The application of known creativity techniques in RE activities
- Emerging ideas for new/ adapted creativity techniques for RE activities
- Tool support for creativity-enhancement
- Context-dependency of creativity and creativity techniques
- Industry experiences with creativity techniques in RE
- Relation of creativity to innovation
- RE techniques that enable or support creativity
- Skill-sets for creativity in RE
- Creativity via reuse: trading off innovation and efficient production
- Thought reading: understanding the other perspective/ person

Past editions of the workshop

CreaRE 2014: 7 April 2014 at REFSQ 2014:
    http://www.se.uni-hannover.de/events/creare-2014
CreaRE 2013: 8 April 2013 at REFSQ 2013:
    http://www.se.uni-hannover.de/events/creare-2013
CreaRE 2012: 19 March 2012 at REFSQ 2012:
    http://www.se.uni-hannover.de/events/creare-2012
CreaRE 2010: 29 June 2010 at REFSQ 2010:
    https://sites.google.com/site/creare2010/

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