

# CreaRE 2014: Fourth International Workshop on Creativity in Requirements Engineering

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## Workshop topic, background and motivation

Requirements Engineering (RE) not only demands a systematic approach for eliciting, documenting, and validating requirements, but it also is a creative activity. It demands that stakeholders 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: <http://www.se.uni-hannover.de/events/creare-2014>

## Goals of the workshop

The CreaRE series of workshops brings together RE practitioners and researchers who are interested 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'14 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 2014 workshop is to foster collaborative brainstorming and exchange of research designs, and possibly results from studies on using

game-based techniques for RE. To this end, we plan to create a game for and with the workshop participants, and experiment with it during the REFSQ'14 conference.

## 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
- Creativity in RE for entertainment applications (e.g. games, online learning systems)

## Past editions of the workshop

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/>

## Program Committee

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