



Fourth International Workshop on

**Multimedia and Enjoyable  
Requirements Engineering (MERE'11)**  
*Beyond Mere Descriptions and with More  
Fun and Games*

**Trento, Italy**

**Tuesday, August 30th, 2011**

### Abstract

MERE strives to make requirements engineering more engaging, desirable and rewarding in order to increase its impact on the value creation chain. Improving the interactions and interactivity between stakeholders will allow requirements engineers to accommodate a more diverse audience, thereby facilitating improved input to requirements development as early and often as practical. As communication can occur in forms other than written or spoken natural language, such as facial expression or gesture, we draw inspiration for processes and representations from domains as diverse as the movie and game industries, storytelling, improvisation theater, industrial design, marketing, and media production. MERE provides an opportunity for researchers and practitioners to exchange new and innovative ideas relating to challenges in the domain.

### Topics

Topics of interest include experience papers, method descriptions, emerging technologies, "best" or "worst" practices, research proposals, evaluations, and comparisons that focus on innovative uses of games, multimedia, or other fun concepts (e.g. improvisation, storytelling, and play) in requirements engineering practice and training. Typical topics of interest include, but are not limited to:

- The role of multimedia or games in pre-requirements and post-requirements specification activities;
- Media languages/techniques for requirements engineering;
- Use of real-world physical devices for rapid prototyping in support of requirements elicitation and negotiation;
- Semiological modeling of requirements;
- Multimedia-based requirements development/analysis/specification;
- Game-oriented requirements development/analysis;
- Approaches to the teaching and training of requirements engineering using gameplay and other multimedia;
- Multimedia techniques and tools to facilitate the evolution of representations.

We explicitly seek proposals from participants who would like to run an interactive or gameplaying session during the workshop, of maximum duration one hour. These sessions may take one of the following forms:

- The demonstration of media-centric techniques or tools in requirements engineering;
- Novel techniques for the interactive exploration of a problem space amongst participants;

- The hands-on use of emerging research techniques or technologies within the scope of the topics;
- A requirements engineering training exercise or game.

Additionally, we encourage requests to perform well-formulated and feasible interactive evaluative studies with workshop participants, so long as they are within the scope of the workshop and show sufficient potential to be focused, yet fun!

### Goals

High-quality requirements are an important precondition for successful system development. Novel ways to produce high-quality requirements that add value to the entire system development lifecycle are needed. One approach is to encourage a more playful and enjoyable creative process for requirements engineering, both in the training and conduct of its practices, thus increasing the intrinsic motivation for doing a good job. Another approach is to reflect the creativity and vision of requirements engineers in the resulting specifications, transporting ideas on many levels of abstraction and addressing a diverse audience.

We believe that more support is needed in these "softer" and more "representational" areas of requirements engineering. This workshop shall provide an opportunity to exchange new and innovative ideas on how to use multimedia, games, or other innovative concepts to make requirements engineering activities and artifacts more engaging and effective. The workshop will build upon the discussions in earlier, well-received Workshops on Multimedia Requirements Engineering

(MeRE'06 and MeRE'07.de), with a particular focus on exploring the value that can arise from elevating the Enjoyment factor (as first introduced in MERE'08).

#### Targeted Attendees

- RE researchers working on the development of media or game-based RE tools, techniques, and methods;
- RE researchers and practitioners investigating the deployment of the products of the above RE research in industry;
- RE practitioners with experiences in the selection of RE tools, techniques, and methods for specific projects;
- RE trainers seeking to explore and gain feedback on innovative media or game-based ideas.
- A background in pedagogy, semiology, game- or communication-design would be a plus!

The workshop will be open to attendees without workshop papers to enable anybody who is interested in gaining new ideas for practice and training to participate in and contribute to the interactive sessions.

#### Paper Evaluation

**Position papers (3-5 pages)** Short papers, stating the position of the author(s) on any of the topics within the scope of the workshop. For example, position papers could describe experiences with a particular game, tool, technique or method. Position papers will be evaluated based on their potential for generating discussion, and on the originality of the positions expressed.

**Proposal papers (3-5 pages)** Short papers proposing an interactive session within the scope of the workshop. Proposal papers should describe the objectives for the session, required participants and participation, outline the intended session and the expected outcomes, and clarify the anticipated contribution of the work to requirements engineering. Proposal papers will be evaluated based on their potential for engendering fun amongst the participants, learning by all the parties involved, and on the likely contribution of the effort towards making requirements engineering a more enjoyable experience.

**Full papers (8-10 pages)** Full papers either describing the experience of comparative evaluation, or reporting on the results of such evaluation. For example, a full paper might describe how a comparative evaluation of media-based RE techniques was performed in practice, either by controlled experiments in the lab or in industrial settings; or it may present the results of running RE games in lab-based experiments, field trials or in practice.

We will make plans to publish the accepted workshop papers in the IEEE CS Digital Library.

#### Important Dates

- **26th May 2011: Workshop submissions**
- 23rd June 2011: Notification to authors
- **21st July 2011: Camera-ready submissions**

RE'11 workshop proceedings will be published online in the IEEE digital library.

Please submit contributions to EasyChair at <https://www.easychair.org/conferences/?conf=mere11>

#### Organizers

- *Oliver Creighton*, Siemens Corporate Technology, Germany
- *David Callele*, TRILabs Saskatchewan, Canada
- *Olly Gotel*, Independent Researcher, New York, USA

#### Program Committee

- *Joy Beatty*, Seilevel, USA
- *Bernd Bruegge*, Technische Universität München, Germany
- *Paul Grünbacher*, Johannes Kepler University Linz, Austria
- *Andrea Herrmann*, Technische Universität Braunschweig, Germany
- *Anne Hoffmann*, Siemens Windpower, Denmark
- *Heinrich Hußmann*, Ludwig-Maximilians-Universität München, Germany
- *Filippo Lanubile*, University of Bari, Italy
- *Seok-Won Lee*, University of North Carolina at Charlotte, USA
- *Lin Liu*, Tsinghua University, China
- *Alistair Mavin*, Rolls-Royce Goodrich Engine Control Systems Ltd., UK
- *Stephen Morris*, City University, UK
- *Michael Olschimke*, DataRoxx, Germany
- *Bhavani Palyagar*, Ignite Intelligence, Australia
- *Birgit Penzenstadler*, Technische Universität München, Germany
- *Martin Purvis*, University of Otago, Dunedin, New Zealand
- *Asarnusch Rashid*, FZI Forschungszentrum Informatik Karlsruhe, Germany
- *Donna Rhodes*, Massachusetts Institute of Technology, USA
- *Steve Russell*, Siemens Corporate Research, USA
- *Mark Sampson*, Siemens PLM, USA