# Contents

## Frontmatter

Foreword ................................................................. iii

## User Feedback

**REfine: A Gamified Platform for Participatory Requirements Engineering**

Remco Snijders, Fabiano Dalpiaz, Sjaak Brinkkemper, Mahmood Hosseini, Raian Ali, and Atilla Özüm — *Utrecht University, Netherlands; Bournemouth University, UK; KPMG, Netherlands* ................................. 1

**Social Media through the Requirements Lens: A Case Study of Google Maps**

Georgi M. Kanchev and Amit K. Chopra — *Lancaster University, UK* ...................................................... 7

**Crowd Out the Competition: Gaining Market Advantage through Crowd-Based Requirements Engineering**

Eduard C. Groen — *Fraunhofer IESE, Germany* ................................................................. 13

## Crowd-Sourcing

**Using the Crowds to Satisfy Unbounded Requirements**

Fabiano Dalpiaz, Michal Korenko, Rick Salay, and Marsha Chechik — *Utrecht University, Netherlands; University of Toronto, Canada* ...................................................... 19

**A Gradual Approach to Crowd-Based Requirements Engineering: The Case of Conference Online Social Networks**

Meira Levy, Irit Hadar, and Dov Te’Eni — *Shenkar, Israel; University of Haifa, Israel; Tel Aviv University, Israel* ........... 25

**Crowdsourcing to Elicit Requirements for MyERP Application**

Pratyoush K. Srivastava and Richa Sharma — *MNNIT Allahabad, India; IIT Delhi, India* ...................................................... 31

## Author Index