Call for Papers

Requirements Engineering (RE) lies at the heart of software development. RE is concerned with identifying the purpose of a software system, and the contexts in which it will be used. Hence, RE acts as the bridge between the real world needs of users, customers, and other constituencies affected by a software system, and the capabilities and opportunities afforded by software-intensive technologies. RE is a multi-disciplinary activity drawing on research and experience in software engineering, computer science, business and information systems, human-computer interaction, and social and cognitive sciences. In the 1990's, significant advances in RE research were made, such as the development of techniques for eliciting and analysing stakeholders' goals, modelling scenarios that characterise different contexts of use, the use of ethnographic techniques for studying organisations and work settings, and the use of formal methods for analysing safety and security requirements. Despite these advances, RE remains one of the most challenging aspects of software development.

RE'01 will provide an opportunity for researchers, practitioners, and students to exchange problems, solutions, and experiences in RE. It will emphasise the crucial role that RE plays in the development and delivery of systems, products, and services that permeate all aspects of life and increasingly serve users across national, cultural and professional boundaries. In addition to wanting systems to deliver required functions, users increasingly demand systems that are usable, reliable, secure and responsive. In a rapidly changing world, users and product managers expect today's products to be adaptable to their future technical and social environments.

RE'01 invites submissions of high quality papers describing novel research, experience, and state-of-the-art surveys in RE. Proposals for tutorials, tool demos and poster presentations are also welcome. Topics of interest include, but are not restricted to:

- Requirements elicitation through interview, observation, reverse engineering and re-engineering
- Requirements modelling, analysis and re-use, including domain modelling
- Handling non-functional and quality requirements
- Formal representation schemes and specification languages, and formal analysis techniques
- Multiple viewpoints, conflict resolution, and inconsistency management
- Prototyping, and animation and execution of requirements
- Requirements management, traceability and metrics
- Evolution of requirements over time and across product families
- RE standards, processes, methods and environments
- RE case studies and experiences
- RE and information systems development
- Interaction of RE with software architecture, design, verification & validation, and software maintenance
- Analysis of safety, reliability and other high assurance requirements
- Cognitive, social, political and cultural factors in RE
- Human-computer interaction, groupware, and CSCW aspects of RE
- Artificial intelligence techniques for RE
- RE education