Call for Papers

Requirements Engineering (RE) is the branch of systems engineering concerned with desired properties and constraints of software-intensive systems and with goals to be achieved in the environment, and assumptions about the environment. It is concerned with these aspects from the problem analysis stage to the implementation and maintenance stages of a system. Additional variety is added because of differences in issues that arise in different domains, ranging from public administration software to workflow systems, groupware and embedded systems and control software.

The importance of requirements engineering has been recognized several decades ago. In the 1990s, research in RE gained momentum with the start of a series of conferences on RE and a journal on RE. Research results include the analysis of the use of scenarios in RE, the combination of formal and informal techniques for requirements specification of critical attributes, and the use of negotiation techniques for attribute specification. Current research includes the specification of requirements for product families and the relationship between requirements and architectures.

The RE conferences are a platform for research to present novel results, for transfer of research results to industrial practice, and for the presentation of industrial experiences that can inform new research directions. Two kinds of technical papers can be submitted: research and experience. Topics of interest include, but are not restricted to:

- Requirements elicitation techniques
- Requirements validation techniques
- Requirements management and traceability
- Requirements evolution
- Requirements, software architecture and business architecture
- Requirements prioritizing and negotiation
- Combination of formal and informal specification techniques
- Making formal techniques usable
- Specification of quality attributes
- Cognitive, social and cultural factors in RE
- Requirements for high assurance systems
- Requirements metrics
- Tool support for RE
- Prototyping, animation and execution of requirements
- Requirements for business systems (workflow, groupware, e-commerce systems)
- RE for mechatronics systems
- Requirements for web-based systems
- Requirements for ubiquitous computing
- Requirements for product families
- Requirements engineering case studies and experiences
- Requirements engineering education

Submission information

Electronic submissions will be accepted at the RE’03 Paper submission site. Authors without web access must make advance arrangements with the Programme Chair at least one week before the deadline. Papers must not exceed 10 pages in length, and must in the IEEE CS Press Proceedings format (see http://computer.org/cspress/). Accepted papers must be accompanied by a signed IEEE copyright release form. See the submission page for information on how to submit technical papers (research and experience), workshop proposals, panel and tutorial proposals, doctoral workshop papers, posters, research demos and industry track contributions. For any other queries, please contact info@re03.org.

Evaluation

Research papers will be evaluated on their originality, significance, technical soundness of result, soundness of research method and clarity of presentation. Special attention will be paid to the validation of the results. Experience papers will be evaluated on the novelty of the contribution, significance for practice, technical soundness, and clarity of presentation. Special attention will be paid to the (positive or negative) lessons learned.