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Co-located Workshop with the 14th IEEE International Requirements Engineering Conference (RE'06)

<http://www.re06.org/>

First International Workshop on

## **Multimedia Requirements Engineering (MeRE'06)**

*Beyond Mere Descriptions*

**Minneapolis/St. Paul, Minnesota, USA**

**Tuesday, 12th of September 2006**

### *Themes*

Most requirements development and management efforts focus on the production of accessible and validated descriptions. Several methods and tools are in use today that aid the requirements engineer in writing, revising, and communicating requirements as text. This approach has several disadvantages. First, text constitutes a language barrier, particularly a challenge for global companies with distributed product teams. Second, text is an abstract form of communication and as such requires the audience to interpret what is written. This interpretation is always based on past experience, preconceptions, and digestibility of the text (style, amount, intended audience). Third, without

appropriate use of supporting tools, even the most carefully crafted requirements text may quickly become outdated, inconsistent, or overwhelmingly long.

This workshop explores the possibility to base the requirements development and management effort on multimedia representations, limiting the use of text to areas where it belongs: Rather than making the textual description and its structure the starting point of analysis, the audiovisual depiction now serves as the *big picture* of and framework for requirements analysis. Text as just another medium may still be employed for detailed, technical requirements or for legal concerns.

A particularly well-suited use of multimedia technology seems the capture of stakeholders' requests during requirements development. Approaches that integrate novel uses of portable devices for this task are of special concern for this effort. They may alleviate the common concern that the effort commanded by handling multimedia might outweigh the gained benefits. The general theme of the workshop is communication and modeling of requirements that are expressed in media other than text.

### *Topics*

Topics of interest include experience papers, formal methods, emerging technologies, best practices, research proposals, evaluations and comparisons that focus on multimedia use in requirements development/analysis.

Typical topics of interest include, but are not limited to:

- Media languages/techniques for requirements development/analysis
- Semiological modeling
- Metadata annotation and harvesting technologies
- Case studies of multimedia requirements development/analysis
- Multimedia techniques and tools to facilitate evolution of representations
- Use of portable devices for realtime media capture and annotation

### *Goals*

The workshop aims to provide a collaborative session in which ideas related to multimedia use for requirements engineering are shared, reviewed and debated. The controversy surrounding the practicality of emerging requirements engineering techniques will also be discussed. The workshop will be used to identify future work, issues, problems and priorities, and to propose recommendations around these dimensions for multimedia requirements research.

### *Targeted Attendees*

- RE researchers working in the development of RE tools, techniques and methods
- RE researchers and practitioners investigating the deployment of products of RE research in industry

- RE practitioners with experiences in selection of RE tools, techniques and methods for specific projects
- Multimedia experts who wish to explore scientific and professional use of multimedia technology
- Backgrounds in pedagogy, semiology, or communication design a plus!

### Workshop Format

MeRE'06 will provide attendees with an opportunity to become familiar with a new topic and establish a good foundation for discussions about multimedia in requirements engineering. We intend to make the workshop discussion- and interaction-oriented. Paper presentations will be used to provoke discussion and participants will break out into small groups for more detailed discussion. These small groups will be organized around common themes or goals identified either from the papers, or by the participants during the workshop. At the end of the day, there will be a plenary session where the groups report back to the workshop as a whole on the results of their discussion and future work. Results may be used as a basis for continued publications.

### Agenda

Time	Speaker	Title
09:00 a.m.	O. Creighton	Welcome
09:15 a.m.	R. Rabiser et.al.	Capturing Multimedia Requirements Descriptions with Mobile RE Tools *
09:45 a.m.	A. Steele et.al.	Speech Detection of Stakeholders' Non-Functional Requirements *
10:15 a.m.	M. Gall et.al.	Towards a Framework for Real-Time Requirements Elicitation *
10:45 a.m.	<b>break</b>	
11:00 a.m.	O. Gotel et.al.	Crafting the Requirements Record with the Informed Use of Media *
11:30 a.m.	A. Rashid et.al.	Visual Requirement Specification in End-User Participation *
12:00 a.m.	H. Richter et.al.	Incorporating Multimedia Source Materials into a Traceability Framework *
12:30 p.m.	<b>lunch</b>	
01:30 p.m.	Group Session 1	
03:30 p.m.	<b>break</b>	
04:00 p.m.	Group Session 2	
06:00 p.m.	O. Creighton	Conclusion

\* Abstract on Workshop Homepage

### Organizers

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