



Call for Papers

12th IEEE International Requirements Engineering Conference (RE '04)

6th–10th September 2004, Kyoto, Japan

<http://www.re04.org>



Requirements for Innovation in a Changing World

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Requirements Engineering (RE) is the branch of systems engineering concerned with the goals, desired properties and constraints of complex systems, ranging from embedded software systems and software-based products to large enterprise and socio-technical systems that involve software systems, organisations and people. It covers all activities related to the acquisition, specification and maintenance of requirements throughout the life cycle. It also covers how requirements relate to business processes, work redesign, system and software architecture, and testing.

The importance of requirements engineering has been recognised for many years. In the 1990s this recognition led to an IEEE Conference and Symposium series. Ten years on, the RE Conference has become the international platform for presenting new research, transferring research results to industrial practice, and presenting industrial experiences and best-practice to the widest possible audience.

In 2004 RE will take place in Kyoto, Japan for the first time. To reflect this RE'04 will continue to be interested in all aspects of RE, but is particularly interested in requirements for embedded systems in automotive and consumer products, and requirements engineering for innovative product design.

Papers and Evaluation

RE'04 will contain tracks for presenting papers of interest to RE researchers and practitioners. Papers to the **Research Track**, intended primarily for a researcher audience, are:

- Technical research papers that report an original research result;
- Research experience papers that report the application of original research results using experimental, empirical and analytic methods.

Papers to the **Practitioner Track**, intended primarily for a practitioner audience, are:

- Empirical results that report the use of requirements techniques in practical settings, with particular emphasis on general lessons learned;
- Case studies that report the use of requirements techniques in a practical setting, describing the setting, results obtained and any conclusions that can be drawn;
- Industry experience reports which communicate the use of requirements techniques in practical settings for the benefit of other practitioners.

Topics of interest for both tracks include, but are not restricted to:

- Acquiring, discovering and creating requirements
- Validating requirements
- Prioritising and negotiating about requirements
- Requirements management and traceability
- Goal-oriented requirements engineering
- Use cases and scenarios in the requirements process
- Prototyping, animating and executing requirements
- Requirements engineering for agile processes
- Combining formal and informal requirements specification techniques, making formal techniques usable
- Social, cultural and cognitive factors in requirements engineering
- Requirements metrics
- Requirements engineering education
- How requirements relate to business processes, work re-design, and software architectures
- Intertwining requirements and design, and requirements and testing
- Tool support for requirements engineering

Papers are invited on requirements for high-assurance systems; secure systems; socio-technical systems; product families, product software and COTS-based systems development; business systems, e-services and ubiquitous computing; and industrial product design, computer games and designing for pleasure.

Revised versions of best research track papers will appear in a special issue of the **Requirements Engineering Journal**, and best experience papers may be published in a special issue of **IEEE Software**.

Submission Information

Electronic submissions will be accepted at the RE'04 Paper submission site. Authors without web access must make advance arrangements with the Program Chair at least one week before the deadline. All paper submissions must be in the IEEE CS Press Proceedings format (see <http://computer.org/cspress/>) and not exceed 10 pages in length. See the www.re04.org for information on how to submit papers, workshop, panel and tutorial proposals, doctoral workshop papers, posters, and research demonstrations. For all queries, please contact info@re04.org.

Key Dates

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| Full paper (apart from industrial experience report) submissions: | 26 th January 2004 |
| Industry experience report submissions: | 26 th February 2004 |
| Notifications sent to authors: | 2 nd April 2004 |
| Camera-ready papers received: | 11 th June 2004 |
| Workshop and tutorial proposal submissions: | 14 th February 2004 |
| Doctoral symposium submissions: | 16 th April 2004 |
| Poster and research demonstrations submissions: | 23 rd April 2004 |

