



Call for Papers
11th IEEE International Requirements Engineering Conference (RE'03)
8th–12th September 2003, Monterey Bay, California U.S.A.

<http://www.re03.org>

Sponsored by the IEEE Computer Society

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Requirements Engineering (RE) is the branch of systems engineering concerned with managing desired properties and constraints of software-intensive systems and with goals to be achieved in 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
- Requirements for high-assurance systems
- Making formal techniques usable
- RE for mechatronics systems
- Specification of quality attributes
- Requirements metrics
- Tool support for RE
- Prototyping, animation and execution of requirements
- Requirements for business systems (workflow, groupware, e-commerce systems)
- Requirements for web-based systems
- Requirements for ubiquitous computing
- Requirements for product families
- Requirements engineering case studies and experiences
- Cognitive, social and cultural factors in RE
- 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. Revised and extended versions of a selection of the best papers will appear, depending upon focus, in a special issue of the *Requirements Engineering Journal* or *IEEE Software*.

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.

Key Dates

Paper abstract submissions (mandatory)	31st January	2003
Full paper submissions	7th February	2003
Industry track submissions	1st March	2003
Notification sent to authors	11th April	2003
Workshop proposal submissions	29th March	2003
Tutorial proposal submissions	29th March	2003
Doctoral symposium submissions	29th March	2003
Poster submissions	26th April	2003
Research demo submissions	26th April	2003
Camera-ready papers received	13th June	2003