Tenth International Workshop on Creativity in Requirements Engineering (CreaRE 2021)

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1. Workshop Theme and Motivation

Where do great requirements come from? Technological advancements in the form of amazing new software features, disruptive innovation, emerging new fields such as the Internet of Things and smart ecosystems, and radical enhancements to existing software all rely on one thing: ideas that reinvent our work context and work processes, and in turn lead to types of user experience that were unthinkable before. However, in this context of abundance of disruptive technology, established requirements elicitation techniques – such as those typically found in Requirements Engineering (RE) textbooks – help identify only partly the requirements that an IT system should fulfill, or focus primarily on the incremental improvement of a system, all with little innovation potential. Many of the most used elicitation techniques have not been designed to serve the goal of innovative idea generation.

Creativity techniques help stakeholders identify delighter requirements, which make aspects of the new system a real positive surprise. Methods such as Design Thinking employ creativity to develop new innovative products and apply innovative ideas on existing products. But there are many more applications and facets of creativity that are beneficial for RE in a broad range of settings. The CreaRE workshop provides the platform for introducing, discussing and elaborating creativity techniques for RE purposes.

In spite of the importance of creativity in RE, publications about the use of creativity in RE have consistently been rare. This is not because it is a niche field, but because it consists of topics that scholars often perceive as difficult to research. Many practical questions are still open, especially those concerning the applicability and reliability of creativity techniques in different contexts, or the completeness and post-processing of the requirements that originate from a creative process. What is more, different application domains may require creativity techniques to be applied differently. Meanwhile, the field of creativity techniques itself is also rapidly evolving as tool support and trends such as multimedia use with creativity techniques, ubiquitous computing, and online participation demand different approaches, which provides new opportunities for integrating creativity in RE, while simultaneously introducing new challenges.

2. Goals of the Workshop

The purpose of the CreaRE workshop is to provide a forum for the exchange of ideas, experiences and research results concerning creativity in RE. The workshop is designed to foster active learning. First, the participants will learn from the speakers and from each other, as the workshop is discussion-driven. Second, the participants will gain hands-on experiences in applying creativity techniques themselves during the workshop.

A special goal for this edition of the CreaRE workshop is to celebrate its ten-year anniversary. Experts were invited to present their vision on the future of creativity in RE. Consequently, a track in

the workshop is dedicated to reflecting on how the landscape has changed in the decade since CreaRE was first held in 2010, and discussing what the future role of creativity in RE might be.

3. Workshop Topics

As the CreaRE workshop brings together the concepts of creativity and requirements, its topics include, but are not restricted to:
- Analyzing how the global Covid-19 pandemic has advanced creativity in doing RE, for example through changes in our communication, collaboration, co-creation, and tool use
- Creativity techniques / methods / formats to identify and weigh conflicting ethical concerns in the context of RE
- Creative use of techniques originally designed for other purposes, but now applied as RE techniques, and/or creativity enhancers, especially for requirements elicitation
- The application of known creativity techniques in RE activities
- Promoting stakeholder participation in RE activities through creativity techniques
- Emerging ideas for new or adapted creativity techniques for RE activities
- Creativity in online settings, using the creativity of the crowd
- Gamification and creativity for RE
- Using creativity techniques to measure and enhance user experience
- Tool support for creativity enhancement
- Context dependency of creativity and creativity techniques
- Experiences with and considerations about creativity techniques in RE in industry
- RE techniques that enable or support creativity

4. Program

The CreaRE 2021 program features three invited talks in the scope of the workshop's 10th anniversary celebration, are followed by a research paper and an experience report:
- Marcus Trapp, Fraunhofer IESE: "Creative People are great Thieves with lousy Dealers" (Invited Expert)
- Kim Lauenroth, adesso AG & IREB: "Against Method – An essay on the importance of studying projects and results for more creativity in RE!" (Invited Expert)
- Kerstin Röse, Siemens UXD: "RE 4.0" (Invited Expert Talk)
- Luisa Mich, University of Trento: "Choosing a Creativity Technique for Requirements Elicitation"
- Varun Gupta and Jose Maria Fernandez-Crehuet, Universidad Politécnica de Madrid: "Creativity through Startup and Academia Partnerships: Experience from Real Consulting Project"

Interested readers are invited to visit the workshop's website: https://creare.iese.de/

5. Program Committee

Our sincere gratitude goes out to the members of our program committee:
- Sebastian Adam, OSSENO Software GmbH, Germany
- Raian Ali, Hamad Bin Khalifa University, Qatar
- Carina Alves, Universidade Federal de Pernambuco, Brazil
- Dan Berry, University of Waterloo, Canada
- Jennifer Horkoff, Chalmers | University of Gothenburg, Sweden

- Meira Levy, Shenkar College of Engineering, Design, and Art, Israel
- Luisa Mich, University of Trento, Italy
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