REV'10: Fifth International Workshop on Requirements Engineering Visualization
Tuesday 28th September 2010
Sydney, Australia

09:00 – 09:10   Welcome to REV'10 and Program Overview - Brian Berenbach. David Callele

09:10 – 10:30   **Session 1: Visualizing Goals and Concerns**
Moderator: Brian Berenbach

- Jennifer Horkoff*, Eric Yu - Visualizations to Support Interactive Goal Model Analysis *(Full Paper – 20 mins)*
  o *Discussant – Takanori Ugai*
- Ana Rita Oliveira, João Araújo*, Vasco Amaral - The VisualAORE DSL *(Full Paper – 20 mins)*
  o *Discussant – Sam Supakkul*
- Takanori Ugai*, Shinpei Hayashi, Motoshi Saeki - Stakeholders' Concern Visualization with Anchored map *(Short Paper – 10 mins)*
  o *Discussant – Jennifer Horkoff*

10:30 – 11:00   Coffee/Tea Break

11:00 – 12:30   **Session 2: Visualizing NFRs and Interactive Session**
Moderator: David Callele

- Sam Supakkul*, Lawrence Chung - Visualizing Non-Functional Requirements Patterns *(Full Paper – 20 mins)*
  o *Discussant – Takanori Ugai*
- David Callele* - Physualization: Going Beyond Paper Prototyping (*Interactive Session – 50 mins*)
- Yuhong Wen, He Zhang, Lin Liu*, Hongji Yang - Beyond An Engineering Approach: Creativity in Requirements Elicitation *(Introduction to Lunch Time Group Activity – 10 mins)*

12:30 – 13:30   Lunch

13:30 – 15:00   **Session 3: Mini MERE (Multimedia and Games to Augment Visuals)**
Moderator: David Callele

- Group Activity – Yuhong Wen, He Zhang, Lin Liu*, Hongji Yang *(1 hour)*
- David Callele*, Eric Neufeld, Kevin Schneider - A Proposal for Cognitive Gameplay Requirements *(Full Paper – 20 mins)*
  o *Discussant – João Araújo*

15:00 – 15:30   Coffee/Tea Break

15:30 – 17:00   **Session 4: Towards a Unified Requirements Modeling Language**
Moderator: Brian Berenbach

- Jonas Helming, Maximilian Koegel, Florian Schneider, Christine Kaminski, Michael Haeger, Bernd Bruegge, Brian Berenbach* - Towards a Unified Requirements Modeling Language *(Short Paper – 10 mins)*
- Brian Berenbach –- Facilitated Roundtable on a Unified Requirements Modeling Language *(40 mins)*
- REV'10 Poster Discussion and Wrap-up - Brian Berenbach, David Callele *(40 mins)*

19:00 Workshop Dinner – venue to be announced   * Presenter

Interactive Session Abstracts

Beyond An Engineering Approach: Creativity in Requirements Elicitation
Yuhong Wen, He Zhang, Lin Liu, Hongji Yang

User demand for an enjoyable software usage experience is dramatically increasing. New ways of developing software to meet this demand are sought and developing software using techniques from the creative arts is attracting attention. Investigating how creative media products such as movies are developed can provide inspiration for similar techniques that could be successfully applied in software development.

In this interactive session, the audience is asked to participate in an experiment that uses movie making as inspiration for requirements techniques, elicitation in particular. The audience participates in various aspects of making a movie, observing the techniques they utilize and then summarize their results to share with others. Participants will then discuss the results and speculate on how this knowledge can be applied to requirements elicitation and software development.

Physualization: Going Beyond Paper Prototyping
David Callele

This interactive session explores *physualization*, the deliberate physical manipulation of visualization entities, as a means of helping stakeholders explore possibilities in the requirement and design spaces. By engaging more of the stakeholder's sensory and cognitive processes, our goal is to provide a means to enhance the requirements process and the resulting artifacts. Physualization relies upon readily available materials and ad hoc techniques to facilitate a lightweight requirements process.

The interactive session explores physualization support for specific requirements engineering topics; developing paradigms for supporting these tasks using materials like stickies, transparencies, markers, and sketchpads as building blocks and discussing their effectiveness among the participants.

Requirements Visualization Brainstorming Session
Brian Berenbach

Early requirements engineering activities can include elicitation sessions with many different stakeholders. One of our research activities is to create an "easy to use" visual requirements modeling language (possibly extending the UML/SysML), conforming to best practices with visual heuristics (as defined by Dan Moody*), to include easily recognizable icons for different types of elicitation artifacts, such as hazards, dangers, mitigations, and various types of non-functional and functional requirements. In this brief brainstorming session we will traverse a taxonomy of many different kinds of requirements artifacts, and the workshop attendees will suggest various types of icons that are instantly recognizable by most stakeholders (including non-technical people). The results will contribute to the evolution of the URML, which will have been previously discussed in one of the session papers.

*D.L. Moody, "The "Physics" of Notations: Toward a Scientific Basis for Constructing Visual Notations in Software Engineering", IEEE Transactions on Software Engineering, 2009, pp. 756-779.

ABOUT THE REV FORMAT
REV'10 aims to be an interactive event. The sessions are organized to provoke discussion amongst the **Presenters** of papers, the **Discussants** of these papers and other participants. Each paper will be assigned a discussant from amongst the registrants two weeks prior to REV (paper and critique format will be provided). All REV papers will also be represented by a physical A2-size color poster and discussed. These posters will be displayed in the official RE'10 poster session.