Call for Papers and Proposals

Understanding the stakeholders’ desires and needs

Requirements engineering has increasingly become a dominant activity in systems development—the more we can generate or outsource design and construction, the more we need requirements that adequately reflect the stakeholders’ desires and needs.

The IEEE International Requirements Engineering conference is the premier requirements engineering conference, providing a forum for researchers, practitioners, educators, and students to present and discuss the most recent innovations, trends, experiences, and concerns in the field of requirements engineering.

Topics of interest include, but are not restricted to: requirements elicitation, analysis, documentation, validation, and verification; requirements specification languages, methods, processes, and tools; requirements management, traceability, viewpoints, prioritization, and negotiation; modeling of requirements, goals, and domains; formal analysis and verification; prototyping, simulation, and animation; evolution of requirements over time, product families, and variability; relating requirements to business goals, architecture, and testing; social, cultural, and cognitive factors in requirements engineering; domain-specific problems and solutions.

Paper categories

We invite submissions of high quality papers in the following categories:

Technical solution papers present solutions for requirements-related problems which are novel or significantly improve existing solutions. A technical solution paper must include a preliminary validation of the proposed solution.

Scientific evaluation papers evaluate existing problem situations or validate proposed solutions with scientific means, i.e. by empirical studies, experiments, case studies, simulations, formal analyses, mathematical proofs, etc. Scientific reflection on problems and practices in industry also falls into this category.

Industrial practice and experience papers present problems or challenges encountered in practice, relate success and failure stories, or report on industrial practice. The focus is on ‘what’ and on lessons learned, not on an in-depth analysis of ‘why’. Otherwise, consider submitting a scientific evaluation paper.

Vision papers sketch new ways of looking at things, present creative new ideas, rethink current notions, etc. Please note that this is not a forum for research proposals or immature technical solution papers.

More details about the paper categories and the corresponding evaluation criteria are provided on the conference web pages.

Papers must not describe work submitted to or presented at other forums. Accepted papers will be published in an IEEE CS Press Conference Proceedings and will be available in the IEEE CS Digital Library.

Submission information

Submissions will be handled electronically at the RE’06 web site. Authors without web access must make advance arrangements with the Program Chair at least one week before the deadline. Technical solution papers and scientific evaluation papers must not exceed 10 pages. Industrial practice and experience papers and vision papers must not exceed 6 pages. Submissions must be formatted according to the IEEE CS proceedings format (see http://www.computer.org/portal/pages/ieeecomputer/publications/transactions/cps/cps_forms.html for templates and instructions). The detailed submission instructions will be published at www.re06.org.

Other contributions

We also invite proposals for tutorials, workshops, panels, doctoral symposium contributions, posters, and research demonstrations. Details are specified on the conference web pages.

Important dates

Paper abstracts
February 6, 2006

Paper submissions (all categories)
February 13, 2006

Tutorial, workshop, and panel submissions
March 6, 2006

Notification of authors
April 24, 2006

Doctoral symposium submissions
May 2, 2006

Poster and research demonstration submissions
May 2, 2006