The Third International Workshop on Affective Computing for Requirements Engineering (AffectRE’20)

Jan Ole Johanssen
Technical University of Munich
Munich, Germany
jan.johanssen@tum.de

Kuldar Taveter
University of Tartu
Tartu, Estonia
kuldar.taveter@ut.ee

James Tizard
University of Auckland
Auckland, New Zealand
jiz003@aucklanduni.ac.nz

Kelly Blincoe
University of Auckland
Auckland, New Zealand
k.blincoe@auckland.ac.nz

Abstract—A welcome message from the organization chairs of the 3rd edition of the International Workshop on Affective Computing for Requirements Engineering (AffectRE’20), co-located with the 28th IEEE International Requirements Engineering Conference (RE’20) in Zurich, Switzerland.

Index Terms—Affective Computing Requirements Engineering

I. OVERVIEW

After successful workshops in 2018 [1] and 2019 [2], we are very pleased to continue the AffectRE workshop series and welcome you to its 3rd edition. Following the role model of previous years, the workshop is again co-located with the International Requirements Engineering Conference and thereby set in a vibrant setting of experts from both academic and industrial backgrounds. Through its conference theme of 2020, “Requirements Engineering for a Digital World”, the main conference puts a strong emphasize on contemporary problems which are now, more than ever before, driven by humans. To that end, affective computing spans a broad research field from the recognition to the expression of emotions, which is of interest for software systems as they are both designed and used by humans.

For requirements engineering (RE), understanding and utilizing personality traits, attitudes, moods, and emotions play a crucial role in various facets, reaching from the consideration of individual professionals and team performance during RE activities to the utilization of end user emotions as a means to verify and validate requirements. The AffectRE workshop provides a forum to affect the RE community with ideas from affective computing to create an international and sustainable community in which researchers and practitioners can meet, present, and discuss their current work.

As of writing this, the current COVID-19 pandemic affects almost every aspect of our lives—which also includes the planning, organization, and realization of the AffectRE workshop. As a result, the workshop this year is designed for a fully virtual experience and takes place as a half-day event. In total, the workshop covers four presentations from experts addressing their current research: We are very pleased to host two invited talks as well as two paper presentations.

In her invited talk, Nicole Novielli, Assistant Professor at the University of Bari, Italy, presents an overview of recent findings in recognizing the emotions of software developers while programming. In his invited talk, Leon Sterling, Professor at Swinburne University of Technology, Australia, addresses the question what requirements engineering can learn about emotions from psychology and design. We accepted two papers, a full paper and an extended abstract, which discuss and address the role of affective states and emotional requirements in both remote as well as face-to-face meetings:

- “Affecting Mood, Motivation and Productivity in Requirements Engineering Meetings and Beyond: A Research Vision” by Jil Klünder, Oliver Karras and Kurt Schneider.

The workshop opens up an interactive forum to promote information exchange on the topic of affective computing in requirements engineering. The participants are given the chance to introduce themselves and get the opportunity to present their research projects. This enables the identification of shared interests and the ability to discuss future research directions as well as develop research collaborations.

We thank our program committee: 25 experts from both academic and industrial backgrounds who provided detailed reviews for all submitted papers. We are grateful for the guidance and support from Davide Fucci and Walid Maalej. Finally, we want to thank the RE organizers, in particular the RE’20 workshop organizers Sepideh Ghanavati and Luciano Baresi, for all their efforts.

More information about the schedule is available on the program page[1] while general information including the call for paper is published on the workshop main page[2]. The latest updates about the workshop are also always published on social media using the Twitter account @AffectRE_ws. We hope that all participants enjoy the event with inspiring talks, interesting presentations, as well as fruitful discussions that contribute to the workshop’s goal of a sustainable community.

https://affectre.github.io/2020/program.html
https://affectre.github.io/2020/

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II. COMMITTEES

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- Kuldar Taveter, University of Tartu
- James Tizard, University of Auckland
- Kelly Blincoe, University of Auckland

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REFERENCES