



## RE'11 Call for Tutorials –Trento, Italy, August 29-September 2, 2011

The RE'11 - 19<sup>th</sup> IEEE International Conference on Requirements Engineering tutorial program will highlight tutorials on a variety of requirements-related topics of interest to industry, academia, and government to help attendees increase their knowledge, skills and awareness of established and emerging requirements engineering practices. Tutorial attendees can expect to leave a tutorial with new ideas and skills applicable to their profession or research area.

We solicit proposals for full day (7-hour) or half-day (3.5 hour) tutorials. In addition to the topics below, we welcome proposals on any topic in requirements engineering and business requirements analysis.

For further information, please contact one of the RE'11 tutorial chairs:

Dr. Luisa Mich <luisa.mich@unitn.it>

Dr. Travis Breaux <breaux@cscmu.edu>

### Submission Dates and Format

Proposers should send an e-mail to the tutorial chairs no later than May 1, 2011, to declare their intent to submit a proposal. Final submissions should be e-mailed to one of the RE'11 tutorial chairs no later than the submission deadline.

Notice of Intent to Submit: May 1, 2011

Submission Deadline: May 16, 2011

Acceptance Notification: May 20, 2011

Tutorial Dates: August 29-30, 2011

Tutorial proposals (length up to 1500 words max), should include the following:

- Title and abstract, if accepted, these items will appear in advertisements and on the conference website (<http://re11.fbk.eu/>)
- Intended audience
- Name and biographical sketch for each presenter
- Length: full-day or half-day
- Outline of topics
- For prior offerings of this tutorial, state the location, date, number and background of attendees
- Motivation for why this topic is relevant to the main conference
- Plans for promoting the tutorial.

We strongly encourage each proposal to include sample presentation materials, but this supplemental material must not exceed an additional 5 pages.

### Sample Topics of Interest

- 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, global, personal and cognitive factors
- Domain-specific problems, experiences and solutions
- Requirements in service-oriented environments
- Software product management (incl. topics such as requirements valuation, requirements for product lines, release planning, road-mapping, product life-cycle management as it pertains to requirements, and market focus).

Also of interest are special topics related to the conference theme: requirements in motion – a world where change has become the only constant, requirements evolve continuously and inevitably.