



## Assignment 3

### Requirements Engineering and Social Computing

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## I. Task

### Individual Tasks

- Read the mandatory items in the reading list
- Prepare two questions about each paper to ask your classmates. These questions can, for example, be about aspects of the paper that are not clear to you, or about your classmates' opinion on interesting aspects.
- Be prepared to give a short summary of each paper in class. This summary should address the following questions:
  - What is the main message of the paper?
  - What are the expected benefits of the proposed method or the paper in general?
  - What are weaknesses of the paper in your opinion?
- Be prepared to answer the questions given in Sect. III below in class.

### Group Tasks

- Prepare a 10-12 minutes presentation (plus 6-8 minutes of discussion) on the theme assigned to your course group (cf. Sect. IV) and choose two persons from your group to present it.
  - At the beginning of your presentation, relate your topic to the session's topic (as represented by the mandatory reading)
  - Browse/read additional papers and/or web pages where necessary.
  - Send your presentation to Norbert and Eya after the session to share it with others.
- Did you or members of your team use social computing approaches for Requirements Engineering? Discuss potential benefits, but also limitations and report your experience and opinion in your presentation. What does existing social software lack to support Requirements Engineering?

## II. Reading List

### Mandatory reading

The first workshop on "Requirements Engineering for Social Computing" was held at the IEEE International Requirements Engineering Conference in 2011. There [Copra2011] discussed the nature of social computing and challenges. [Dalpiaz 2011] identified social threats and the new challenges for Requirements Engineering and [Solomon 2011] discussed how to use social media for collaborative work.

### Theme-specific reading

[Lim 2010], [Lim 2013]: Social Networks for Stakeholder Identification and Analysis

[Boehm 2001], [Kukrea 2012], [Lohmann 2009]: Social Software for Requirements Elicitation and Negotiation

[Pagano 2013], [Galvis Carreano 2013]: User Feedback for Continuous Software Evolution

### III. Questions

- What RE activities can be supported with social software?
- What are the benefits, limitations and threats of Social Software within RE?
- Which social software (e.g., facebook, twitter) could be used within RE?
- What does existing social software lack to support RE?

### IV. Themes for Presentation

#### A. Social Networks for Stakeholder Identification and Analysis

How can stakeholders be identified using StakeNet? What are the experiences and lessons learned?

#### B. Social Software for Requirements Elicitation and Negotiation

What is (Easy)WinWin? What RE activities are supported by WinBook and SoftWiki?

#### C. User Feedback for Continuous Software Evolution

How can user feedback be analyzed and categorized? What is the impact of user feedback?

### References

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- L.V. Galvis Carreano, K. Winbladh (2013). Analysis of user comments: an approach for software requirements evolution, *International Conference on Software Engineering (ICSE)*, 582-591.
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- S.L. Lim, D. Quercia, A. Finkelstein (2010). StakeNet: using social networks to analyse the stakeholders of large-scale software projects. *International Conference on Software Engineering (ICSE)*. 295-304.
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- S. Lohmann, S. Dietzold, P. Heim, N. Heino (2009). A Web Platform for Social Requirements Engineering. *Software Engineering Workshops, Volume 150 von LNI.*, 309-315.
- D. Pagano, W. Maalej (2013). User Feedback in the AppStore: An Empirical Study. *IEEE International Conference on Requirements Engineering (RE)*.
- B.S. Solomon, D. Duce, R. Harrison (2011). Methodologies for using Social Media Collaborative Work Systems. *Requirements Engineering for Social Computing (RESC)*. 6-9.