Affect 2018 RE

Banff, August 21st

AffectRE'18 - 1st International Workshop on Affective Computing for Requirements Engineering
RE18 workshop

Motivation

In the recent years, a trend has emerged to study the role of affective states in software development, including personality traits, attitudes, moods, opinions, sentiments, and emotions. Affective computing, i.e., the study and development of software systems and devices that can recognize, interpret, process, and exploit human affect, has been considered a promising approach. Several requirements engineering tasks include acceptance and negotiation activities in which affect emotions plays a crucial role. For example, from requirements elicitation to negotiation, from modeling to prioritization, different emotions arise and evolve for stakeholders with different personality traits—including the final users.

Topics of interest

- Automatic recognition and impact assessment of affective states, emotions, moods, attitudes, personality traits on group collaboration in requirements engineering, including cross-cultural stakeholder teams,
- Automatic recognition and impact assessment of affective states, emotions, moods, attitudes, personality traits on group collaboration in requirements engineering, including cross-cultural stakeholder teams
- The role of affect in the social requirements platform ecosystems, both from a stakeholder and end-user perspective,
- Techniques to recognize and leverage stakeholders' affective feedback to improve requirements engineering processes and tools (e.g., capture and analyze the sentiment of end-users community, aspect-based sentiment analysis of product reviews),
- Defining or adapting psychological model of affect to requirements engineering (e.g., understanding the trigger behind positive and negative emotions during the requirement engineering process, modeling coarse vs. fine grained emotion),
- Multimodal recognition of affect of spontaneous communicative behavior such as natural language processing, analysis of body posture and gesture, speech analysis, conversational analysis during stakeholders meetings, use of biometric measurements,
- Affect sensing from communication artifacts (e.g., message boards, issue tracking, social media) and techniques for extracting and summarizing emotions from such channels,
- Software frameworks, APIs, and reusable tools.

Types of contribution

- Full papers (6-8 pages)
- Short position papers (3-4 pages) describe a new idea or work in progress
- Posters, data showcase and demo papers (1-2 pages) summarize a research project, tool, technique or datasets.

Three members of the international program committee will review each submission. Papers will be evaluated based on their originality, relevance to the workshop, and their potential for discussion. The papers with the best reviews will be accepted to be presented in the workshop.
All papers must be in English and must conform, at time of submission, to the ACM formatting instructions. Papers must be submitted electronically, in PDF format. Submissions should be made through EasyChair.

Important dates

Abstract submission: **June 5th**
Papers submission: **June 12th**
Author's Notification: **July 7th**
Workshop: **August 21st**

Organizers

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