



Workshop on Requirements, Intentions and Goals in Conceptual Modeling (RIGiM)

Program Committee

Daniel Amyot
Mikio Aoyoma
Ian Alexander
Aybuke Arum
Franck Barbier
Daniel Berry
Sjaak Brinkkemper
Lawrence Chung
Luiz Cysneiros
Eric Dubois
Vincenzo Gervasi
Aditya K. Ghose
Peter Haumer
Zhi Jin
Aneesh Krishna
John Krogstie
Lin Liu
Peri Loucopoulos
John Mylopoulos
Selmin Nurcan
Bashar Nuseibeh
Andreas Opdahl
Barbara Pernici
Klaus Pohl
Jolita Ralyte
Bjorn Regnell
Camille Salinesi
Motoshi Saeki
Pnina Soffer
Carine Souveyet
Leon Sterling
Yair Wand
Roel Wieringa



The use of intentional concepts, the notion of "goal" in particular, has been prominent in recent approaches to requirement engineering (RE). Goal-oriented frameworks and methods for requirements engineering (GORE) have been keynote topics at requirements engineering conferences, and at major software engineering conferences. What are the conceptual modelling foundations in these approaches?

Whereas conceptual modelling allowed system developers to understand the semantic of information and led to a large number of semantically powerful conceptual models, experience demonstrates that it often fails in supporting the delivery of systems that were accepted by the community of users.

Understanding purpose, goals, and intentions is a necessary condition for the design of successful systems. Conceptual modelling therefore needs to go beyond functionality requirements that specify the 'what' to encompass the deeper contextual understanding of the 'whys'.

→ **The Workshop aims to provide a forum for discussing the interplay between requirements engineering and conceptual modeling and to investigate how goal- and intention-driven approaches help in conceptualising purposeful systems.** What are the fundamental objectives and premises of requirements engineering and conceptual modelling respectively, and how can they complement each other? What are the demands on conceptual modelling from the standpoint of requirements engineering? What conceptual modelling techniques can be further taken advantage of in requirements engineering? What are the upcoming modelling challenges and issues in GORE? What are the unresolved open questions? What lessons are there to be learnt from industrial experiences? What empirical data are there to support the cost-benefit analysis when adopting GORE methods?

Topics

Topics of interest include, but are not limited to:

- modeling and semantics in GORE frameworks
- analysis and reasoning with goals
- goals, scenarios, and business process modeling
- goals in requirements and design patterns, reuse, traceability and aspects
- Visualization, tool support and software engineering process for GORE
- GORE and agile methods
- GORE in distributed software development
- GORE for COTS system development and selection, for product families
- goal-oriented conceptual modeling for security, privacy, and trust
- goal-oriented modeling for user experience and interaction design
- goal-oriented modeling of system architecture

Format and Duration

We aim for a highly interactive forum. Discussants and discussion facilitators will be formally appointed for each paper and session, respectively. The working language is English, and will last one full day.

Submission and types of papers

We solicit technical research papers, industrial experience reports, and speculative/visionary papers. Submissions should be in LNCS and pdf format. The maximum length is 10 pages. Accepted papers will be published in the LNCS workshop proceedings. A selection of best accepted papers at the Workshop will be invited for submission to the IET Software Journal, re-reviewed and if accepted published in a dedicated special issue.

Publicity:

Selmin Nurcan

Important Dates

Paper submission:

May 11, 2007

Author notification:

June 20, 2007

Camera-ready:

July 06, 2007

Organizers:

Colette Rolland, Université Paris 1 Panthéon Sorbonne, France
Eric Yu, University of Toronto, Canada

Submit papers by e-mail to:

rolland@univ-paris1.fr
eric.yu@utoronto.ca

