Welcome to the First International Workshop on Affective Computing for Requirements Engineering (AffectRE18), collocated with RE2018. AffectRE 2018 addresses the opportunities and challenges of combining affective computing studies with requirements engineering research. We aim at fostering discussions about the impact of affective states, that is emotions, moods, attitudes, personality traits, on requirements engineering processes.

Recent research has shown a significant impact of human affect on work performance and on team collaboration in software development. Indeed, personality traits, moods, and emotions contribute to the affective climate of a project or an organization, since affective states are constantly experienced and communicated in both face-to-face and in computer-mediated interactions. This also applies to requirements engineering, as it involves people in a broad range of activities where affect plays a crucial role. Leveraging affect awareness in requirements engineering could, for example, enhance the requirements elicitation, acceptance and negotiation stages. In particular, leveraging emotion awareness in requirements engineering could enhance performance, quality of specifications, the mood within a team, leading to fruitful interactions with all the involved stakeholders.

Contributions on these topics have been presented and discussed in diverse conferences and workshops due to a lack of a dedicated forum. With this first edition of AffectRE, we aim at creating an international, sustainable forum for researchers and practitioners interested in the role of affect in requirements engineering to meet, present, and discuss their work-in-progress. To encourage submissions of contributions describing different stages of research, we have invited three paper categories full papers (6-8 pages), short position papers (3-4 pages) and poster, data showcase and demo papers (1-2 pages).

We are pleased to present a collection of four selected papers about sentiment analysis, affective trust, and the role of affect in gamification approaches for RE. Each paper went through a thorough review process that involved at least three reviewers. Papers were evaluated based on their originality, quality, and relevance to the workshop. Furthermore, we invited two key researchers with major contributions in this field to discuss their visions and share the state of their research with the community in form of a keynote. Raian Ali (Bournemouth University, UK) delivering a talk on “Digital Motivation, digital addiction, and responsibility requirements” and Didar Zowghi (University of Technology Sidney, Australia) that will report on “Affects of User Involvement in Software Development.” With this, the program includes a good mix of theory/practice, stable/ongoing, tool/methodology-oriented work. We hope that this mix will foster the discussion about the topic during and after the workshop.

We thank the members of our program committee for their support to AffectRE.
• Kurt Schneider, Leibniz University Hannover
• Norbert Seyff, FHNW University of Applied Sciences and Arts Northwestern Switzerland
• Alexander Serebrenik, TU Eindhoven
• Bonita Sharif, Youngstown State University
• Martin Stettinger, Graz University of Technology
• Michał Wróbel, Gdansk University of Technology
• Minhas Zibran University of Saskatchewan

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