Requirements Engineering (RE) is the branch of systems engineering concerned with the real-world goals for, functions of, and constraints on software-intensive systems. It is also concerned with how these factors are taken into account during the implementation and maintenance of the system, from software specifications and architectures up to final test cases.

Over the last ten years, RE has moved from an immature software engineering phase to a well-recognised practice and research area spanning the whole system lifecycle. RE requires a variety and richness of skills, processes, methods, techniques and tools. In addition, diversity arises from different application domains ranging from business information systems to real-time process control systems, from traditional to web-based systems as well as from the perspective being system families or not.

Topics of submissions may include, but are not limited to:

- domain specific requirements engineering
- prioritising and agreeing on requirements
- business case, case studies and experience reports
- requirements evolution
- requirements driven change management
- requirements engineering education
- application and extensions of UML
- tool support for RE, including light weight and web-based tools
- goal, scenario and model-based RE
- prototyping, animation and simulation
- handling of quality requirements
- interplay of requirements and architecture
- detection of requirements violations/contradictions
- requirements engineering for product families
- requirements management and traceability
- requirements elicitation techniques
- cognitive, social, political and cultural factors in RE
- linking business and technical requirements

To increase industrial contributions and to provide a forum for exchanging practical experience and problems as well as research results we invite four types of contributions:

- experience papers (including case reports, success and failure stories and empirical studies) must clearly present lessons learned that are of interest and benefit to a broad audience of researchers and practitioners.

- research papers must clearly present an original contribution to the state-of-the-art or practice. Research papers should not exceed 8 proceedings pages.

- vision papers should state industrial challenges or future research plans and directions and should provoke discussions. They will undergo a separate review process. Vision papers should not exceed 4 proceedings pages.

- industrial presentations about experiences and problem statements. Submissions in this category should include a one page abstract and a presentation outline not exceeding four pages. The abstract of accepted presentations will be published in the proceedings. The talk outline and/or slides will be published in a separate proceeding.

**SUBMISSION INFORMATION**

Paper submissions will be reviewed by the PC for significance, soundness, and quality of presentation. Research and experience papers exceeding 10 pages will be rejected without review. For research and vision papers, specific attention will be paid to originality. All submissions must describe work that has not been submitted to or presented at another forum. Revised versions of a selection of best papers will appear, depending on focus, in a special issue of Requirements Engineering Journal or IEEE Software.

Electronic submissions will be accepted at the symposium website starting one month before the deadline. Authors without web access must make advance arrangements with the Programme Chair at least two weeks before the deadline. Papers submissions must not exceed the specified number of pages, and must be in IEEE CS Press format (see http://www.re02.org/submission.html). A signed IEEE copyright release form must accompany accepted papers.

For submitting tutorial and workshop proposals, doctoral symposium papers, commercial- and research tool demos see the conference website (or contact the track chairs directly). For any other queries, please contact info@re02.org.

**IMPORTANT DATES**

**Experience, research and vision papers:**
- Abstract (mandatory) 1st Feb. 2002
- Full paper 15th Feb. 2002
- Notification 16th April 2002

**Industrial presentations:**
- Abstract outline 29th March 2002
- Notification 16th April 2002

**Tutorial, workshop, doctoral symposium, tool demo submission:**
- Tutorial proposal 29th March 2002
- Workshop proposal 29th March 2002
- Research tool demo 3rd May 2002
- Commercial tool demo 3rd May 2002
- Doctoral symposium 17th May 2002