2015 IEEE 1st International Workshop on Crowd-Based Requirements Engineering (CrowdRE 2015)

Ontario, Canada
25 August 2015
# Contents

## Frontmatter

Foreword ................................................................. iii

## User Feedback

REfine: A Gamified Platform for Participatory Requirements Engineering

Remco Snijders, Fabiano Dalpiaz, Sjaak Brinkkemper, Mahmood Hosseini, Raian Ali, and Atilla Özüm — Utrecht University, Netherlands; Bournemouth University, UK; KPMG, Netherlands ............................................. 1

Social Media through the Requirements Lens: A Case Study of Google Maps

Georgi M. Kanchev and Amit K. Chopra — Lancaster University, UK ................................................................. 7

Crowd Out the Competition: Gaining Market Advantage through Crowd-Based Requirements Engineering

Eduard C. Groen — Fraunhofer IESE, Germany ................................................................. 13

## Crowd-Sourcing

Using the Crowds to Satisfy Unbounded Requirements

Fabiano Dalpiaz, Michal Korenko, Rick Salay, and Marsha Chechik — Utrecht University, Netherlands; University of Toronto, Canada ................................................................. 19

A Gradual Approach to Crowd-Based Requirements Engineering: The Case of Conference Online Social Networks

Meira Levy, Irit Hadar, and Dov Te’Eni — Shenkar, Israel; University of Haifa, Israel; Tel Aviv University, Israel ................................................................. 25

Crowdsourcing to Elicit Requirements for MyERP Application

Pratyoush K. Srivastava and Richa Sharma — MNNIT Allahabad, India; IIT Delhi, India ................................................................. 31

## Author Index
