Empirical Design Science for Artefact-based Requirements Engineering Improvement

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Empirical Design Science

Design Science Activities

Socio-economic context, e.g. an organisation
Artefact
Goal
Practical problem solving
Knowledge question investigation
Mutual nesting
Add
Knowledge base
Use

Empirical Design Science for Artefact-based RE Improvement

Future Work

Framework Extension

- Integration & harmonisation of empirical methods
- Tool implementation (Eclipse Process Framework)

Evaluation Schedule

- Academia (lectures, tutorials, student experiments)
- Industry (Surveys and action research)

Call for Participation!