# Welcome

Welcome to our survey!

Thank you for taking the time to participate. This survey will be gathering thoughts and opinions in order to explore the current attitudes of software professionals from industry and academia towards videos as a documentation option for communication (medium) in requirements engineering (RE).

The survey covers the following topics:

* Demographics
* Your attitude towards videos as a medium in RE including its strengths, weaknesses, opportunities and threats
* Your current production and use of videos as a medium in RE

This survey should take 10 – 15 minutes to complete.

# Demographics

1. Are you a software professional from academia or industry in the field of computer science?

( ) Yes, I am a researcher. ( ) Yes, I am a practitioner. ( ) No, I am neither of them.

## Demographics – Software professional from academia

1. What is your primary research area?

( ) Requirements Engineering ( ) Software Engineering ( ) other: \_\_\_\_\_\_\_\_\_­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. How many years of experience do you have in your primary research area?

Years of experience: \_\_\_\_

## Demographics – Software professional from industry

1. What is your primary business role?

( ) Project manager ( ) Requirements Engineer ( ) Software architect

( ) Developer ( ) Tester ( ) Administrator

( ) IT-Operator ( ) Quality manager

( ) other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. How many years of experience do you have in your primary business role?

Years of experience: \_\_\_\_\_

## Demographics – Country

1. In which county is your workspace?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# Attitude towards videos as a medium in RE

1. What is your overall attitude towards videos as a medium in RE?

( ) Positive ( ) Neutral ( ) Negative

1. What are the strengths of videos as a medium in RE?
2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
5. What are the weaknesses of videos as a medium in RE?
6. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
7. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
8. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
9. Do you think the medium video has the potential (opportunities) to improve a requirements engineering context?

() Yes. () No.

1. Do you have any concerns (threats) about the application of the medium video in a requirements engineering context?

( ) Yes. ( ) No.

## Attitude towards videos as a medium in RE – Opportunities and threats

1. What are the opportunities of videos as a medium in RE?

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1. What are the threats of videos as a medium in RE?

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# Application of videos – Production

1. Have you produced at least one video in a requirements engineering context?

( ) Yes. ( ) No.

## Production of videos

1. How many videos have you produced so far in total in any requirements engineering context?

Number of videos: \_\_\_\_\_

1. For which of the following purposes do you produce videos in a requirements engineering context?

|  |  |  |
| --- | --- | --- |
| **Purpose** | | **Definition** |
| [ ] | Information | Convey knowledge and/or new information (declarative knowledge) |
| [ ] | Experience: Learning | Convey skills or something practically by experience (procedural knowledge) |
| [ ] | Experience: Exposure | Convey particular experiences. The video serves as a replacement of an actual person, place, entity, or event |
| [ ] | Affect | Convey a mood or affective state. The video serves for relaxation or entertainment purposes. |

1. From your experience, have you encountered frequent flaws when producing videos in a requirements engineering context?

( ) Yes. ( ) No.

## Production of videos – Frequent flaws

1. What are the most frequent flaws you encountered when producing videos in a requirements engineering context?

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## Production of videos – Obstacles

1. What are the reasons that prevent you from producing videos in a requirements engineering context?

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# Application of videos – Use

1. Have you used at least one video in a requirements engineering context?

( ) Yes. ( ) No.

## Use of videos

1. How many videos have you used so far in total in any requirements engineering context?

Number of videos: \_\_\_\_\_

1. For which of the following purposes do you use videos in a requirements engineering context?

|  |  |  |
| --- | --- | --- |
| **Purpose** | | **Definition** |
| [ ] | Information | Convey knowledge and/or new information (declarative knowledge) |
| [ ] | Experience: Learning | Convey skills or something practically by experience (procedural knowledge) |
| [ ] | Experience: Exposure | Convey particular experiences. The video serves as a replacement of an actual person, place, entity, or event |
| [ ] | Affect | Convey a mood or affective state. The video serves for relaxation or entertainment purposes. |

1. From your experience, have you encountered frequent flaws when using videos in a requirements engineering context?

( ) Yes. ( ) No.

## Use of videos – Frequent flaws

1. What are the most frequent flaws you encountered when using videos in a requirements engineering context?

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Use of videos – Obstacles

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**We thank you for your efforts and time to support our research.**