1 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.

2 Demographics

A1: 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.

2.1 Demographics – Software professional from academia

AR1.1: What is your primary research area?
( ) Requirements Engineering   ( ) Software Engineering
( ) other: _____

AR1.2: How many years of experience do you have in your primary research area?
Years of experience: _____

2.2 Demographics – Software professional from industry

AP1.1: What is your primary business role?
( ) Project manager   ( ) Requirements Engineer   ( ) Software architect
( ) Developer   ( ) Tester   ( ) Administrator
( ) IT-Operator   ( ) Quality manager
( ) other: _____

AP1.2: How many years of experience do you have in your primary business role?
Years of experience: _____

2.3 Demographics – Country

A2: In which county is your workspace?
_____

3   Attitude towards videos as a medium in RE

B1:   What is your overall attitude towards videos as a medium in RE?
( ) Positive   ( ) Neutral   ( ) Negative

B2:   What are the strengths of videos as a medium in RE?
1.   _____
2.   _____
3.   _____

B3:   What are the weaknesses of videos as a medium in RE?
1.   _____
2.   _____
3.   _____

B4:   Do you think the medium video has the potential (opportunities) to improve a requirements engineering context?
() Yes.   () No.

B5:   Do you have any concerns (threats) about the application of the medium video in a requirements engineering context?
( ) Yes.   ( ) No.

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

B4.1:   What are the opportunities of videos as a medium in RE?
_____
_____
_____
_____

B5.1:   What are the threats of videos as a medium in RE?
_____
_____
_____
_____

4   Application of videos – Production

C1:   Have you produced at least one video in a requirements engineering context?
( ) Yes.   ( ) No.

4.1   Production of videos

CY1.1: How many videos have you produced so far in total in any requirements engineering context?
Number of videos: _____

CY1.2: 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.

CY1.3: From your experience, have you encountered frequent flaws when producing videos in a requirements engineering context?
( ) Yes.　　　( ) No.

4.2 Production of videos – Frequent flaws
CY1.3.1: What are the most frequent flaws you encountered when producing videos in a requirements engineering context?

_____
_____
_____
_____

4.3 Production of videos – Obstacles
CN1.1: What are the reasons that prevent you from producing videos in a requirements engineering context?

_____
_____
_____
_____

5 Application of videos – Use
D1: Have you used at least one video in a requirements engineering context?
( ) Yes.　　( ) No.

5.1 Use of videos
DY1.1: How many videos have you used so far in total in any requirements engineering context?
Number of videos: _____

DY1.2: 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.

DY1.3: From your experience, have you encountered frequent flaws when using videos in a requirements engineering context?
( ) Yes.　　( ) No.

5.2 Use of videos – Frequent flaws

DY1.3.1: What are the most frequent flaws you encountered when using videos in a requirements engineering context?

_____
_____
_____
_____

5.3 Use of videos – Obstacles

DN1.1: What are the reasons that prevent you from using videos in a requirements engineering context?

_____
_____
_____
_____

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