

GUEST EDITORIAL PREFACE

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Rébecca Deneckère, Center for Computer Research, University of Paris 1 Panthéon-Sorbonne, Paris, France

Marko Bajec, Faculty of Computer and Information Science, University of Ljubljana, Ljubljana, Slovenia

The series of the IEEE International Conferences on Research Challenges in Information Science (RCIS) aims at providing an international forum for scientists, researchers, engineers and developers on a wide range of information science areas to exchange ideas and approaches in this evolving field. In this special issue, we present three papers that are based on the best papers in the system engineering field presented at the eight IEEE International RCIS conference, held in 2014 in Morocco. These best papers of the conference (among 41 long papers selected over 152 submissions) have been asked to submit extended version to a new, and independent review process for IJSMD.

The RCIS conference stimulates exchange of ideas on a wide variety of topics. The three papers in this issue treat topics in software engineering, crowdsourcing and graphical user interface.

Motivation in software engineering is a complex topic and cultural background is reported to be one of the factors moderating software engineers' motivation and project outcome. Tosun Misirli *et al.* conducted a survey with software engineers from Finland to explore the relationship between team motivation and project outcome, the factors that motivate Finnish engineers, and how these motivational factors are related. Authors then compared the Finnish motivational factors with those identified in a prior research. This work presents a prediction model to identify the best indicators of team motivation for software engineers in Finland.

Following a previous paper on a taxonomy of the various features describing each of the four pillars of crowdsourcing (the crowd, the crowdsourcer, the crowdsourced task and the crowdsourcing platform), Hosseini *et al.* study in the work presented in this issue the

inter-relations between these features when configuring a crowdsourcing project. They highlight the need for engineering approaches on setting up a crowdsourcing project and their aim is to help crowdsourcers and crowdsourcing platform developers to better understand the several peculiarities that may arise by combining these features and thus assist them in the configuration of crowdsourcing projects with more awareness.

Bauersfeld *et al.* present some reports of experience on using TESTAR, an automated approach to test applications at the graphical user interface level (GUI). This tool aims to solve part of the maintenance problem by automatically generating test cases based on a structure that is automatically derived from the

GUI. The authors transferred TESTAR in three different industrial contexts with decreasing involvement of the TESTAR developers and increasing participation of the companies when deploying and using TESTAR during testing.

As guest editors of this special issue, we wish to thank all reviewers of the RCIS Program Committee that helps us in the reviewing process of this Special Issue. Finally, we want to thank the support that IJISMD is giving to this publication process.

Rébecca Deneckère
Marko Bajec
Guest Editors
IJISMD

Rébecca Deneckère is Associate Professor and affiliated to the CRI (Centre de Recherche en Informatique) at the University of Paris 1 Panthéon-Sorbonne. Her domains of research are Situational Method Engineering, Decision-making in Information System Engineering and Intention-mining. Rébecca regularly publishes in national and international conferences and journals. She is involved in the organization of several international conferences as a Program Committee member (Inforsid, RCIS, CAiSE, etc.), Organizing Chair (ME'11, RCIS'13, Inforsid'13), and Program Chair (Inforsid'12, RCIS'14). She is a member of the IFIP WG 8.1.

Marko Bajec is a full professor and vice-dean for Economic Affairs at the Faculty of Computer & Information Science, University of Ljubljana. His main research interests include IT Governance, specifically the Management and Engineering of Software Development Methods and IT/IS Strategy Planning. In 2009, he established a Laboratory for Data Technologies and since then he manages research in data acquisition, integration, analysis, visualisation and management. He has been involved in the organization of various domestic and international scientific events. His work has been published in a number of high impact journals such as Scientific Reports, Journal of cheminformatics, Pyhisica A, PLoS One, Expert systems with applications, Information Systems etc. He has received several awards and recognitions for his contribution in research and pedagogical work.