

# Title of RE Activity

Michael Shell

School of Electrical and  
Computer Engineering

Georgia Institute of Technology  
Atlanta, Georgia 30332-0250

Email: <http://www.michaelshell.org/contact.html>

Homer Simpson

Twentieth Century Fox  
Springfield, USA

Email: [homer@thesimpsons.com](mailto:homer@thesimpsons.com) San Francisco, California 96678-2391

James Kirk

and Montgomery Scott  
Starfleet Academy

Telephone: (800) 555-1212

Fax: (888) 555-1212

**Abstract**—Give a one-paragraph “summary of your summary” here. This abstract may be used as a preview of your RE teaching activity in our repository of such activities.

## I. TARGET AUDIENCE

Define the target audience(s) for this activity. You do not need to use a bulleted list. Consider answering some or all of the following questions in this section.

- If the activity is designed for university (or other level) students: Which year(s)? Which courses?
- If the activity is designed for working software developers or engineers: Which job roles would benefit from this activity? Which people would normally be expected or asked to participate in this activity?

## II. REQUIREMENTS ENGINEERING SKILLS TAUGHT

- List skills taught or practiced in this activity.
- Use a bulleted list (like this).

## III. LEARNING GOALS

- List this activity’s learning goals or objectives.
- Use a bulleted list (like this) or a numbered list.

## IV. SUMMARY OF ACTIVITY

Summarize your RE learning activity here. Include high-level guidelines for conducting the activity.

Your summary must include enough detail to allow the reviewers, as well as instructors who might use your activity, to comprehend and evaluate how your activity would work in a classroom or training session.

If your RE learning activity is accepted for the workshop, you will be required to provide a .zip archive that includes full details about how to conduct the learning activity. This .zip archive should include complete step-by-step guidelines for the instructor, instructions and/or handouts for students, associated slides, guidance for setting up software or systems, or other resources that are needed. *Please do not submit these additional materials with your summary.* The REET Workshop EasyChair site will allow you to submit only this summary, and reviewers will review only this summary. Therefore, if there is some detail that you want reviewers to know about your RE activity, put it into this summary!

## V. CONTEXT

Describe the context of this activity. Consider answering some (but not necessarily all) of the following questions. Feel free to also add other details or information that is not addressed by these questions.

- Where does this activity occur within a larger course or training program?
- What should students or trainees already know before they begin this activity?
- Does this activity prepare students or trainees for specific responsibilities or activities later in the course or later in their career?

## VI. PRIOR USE

Summarize your prior use of this activity in the classroom. Consider answering some (but not necessarily all) of the following questions, and feel free to add any other details or information that would help other instructors use this activity.

- How many times have you used this activity in your teaching or training?
- How have you changed this activity since you first started using it?
- What did students think about this activity? Did they find the activity helpful? Why or why not?
- Are there any risks or challenges that instructors should know before they decide to use this activity?

## ACKNOWLEDGMENT

The creator of this template would like to thank Michael Shell for creating the IEEETran L<sup>A</sup>T<sub>E</sub>X package. This template document is based on his IEEE conference paper template.

*References are optional for RE activity summaries. If you include references, use the standard IEEE format.*

## REFERENCES

- [1] H. Kopka and P. W. Daly, *A Guide to L<sup>A</sup>T<sub>E</sub>X*, 3rd ed. Harlow, England: Addison-Wesley, 1999.