

Requirements Engineering II – Assignment 1

Elicitation of Requirements on Site

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Relation to the session's topic

- Describes and is based on the elicitation techniques like ethnography, observations, and scenarios
- Refers basically to the first part of contextual design, namely contextual inquiry
- Has little to do with applying creativity techniques like cognitive and psychology models

Desktop vs. mobile solutions

- Most tools supporting requirements elicitation reside on desktop computers
- Desktop solutions: stakeholders come to the tools
- Mobile solutions: take the tools to the stakeholders!
 More effective!
- Advantage: Discover stakeholder needs that emerge in the workplace

Mobile RE tools

- Use of mobile devices (PDAs)
- Option 1: Using general-purpose tools shipped with mobile devices
 - Text editors
 - Audio recording
- Option 2: Using RE specific tools
 - MSP (Mobile Scenario Presenter)

Mobile Scenario Presenter

- Based on ART-Scene
 - Scenario-driven technique for discovering and documenting stakeholder requirements
 - Scenarios automatically generated from use case specs
 - People better at finding errors of commission than omission
 - Normal course event sequence
 - Automatically generated alternative course events

Benefits of walking through scenarios in situ

- Uncover overlooked stakeholders
- Reveal uncommon situations
 - e.g., bad weather conditions
- Often repeated (small) steps are not mentioned by stakeholders
- Avoid making dangerous assumptions as some facts become obvious in situ

Benefits of walking through scenarios in situ, cont.

- Facilitators can
 - collect documents in the workplace
 - observe workplace artifacts
 - take photographs
 - record further hints in MSP
 - learn more about the work context → ask more precise questions

Drawbacks/Challenges of mobile RE tools

- Usability
 - e.g., no keyboard to enter text, small buttons
- Technical problems
 - e.g., short battery lifetime, intermittent network connection
- Physical environment
 - e.g., noise in the background → hard to record sound
- Adapting to each users' situation (knowledge, patience, ...) is even more critical and difficult