

# Discovering Requirements

## 2-Day Course

### Purpose

This course aims to give participants a practical understanding of requirements discovery for system, product and service development.

<b>Requirement Elements</b>  <b>1. Vision</b>  <i>Discovery Contexts</i>	2. Stakeholders	3. Goals	4. Context	5. Scenarios	6. Qualities and Constraints	7. Rationale	8. Definitions	9. Measurements	10. Priorities
<i>A. From Individuals</i>									
<i>B. From Groups</i>									
<i>C. From Things</i>									
<i>D. From Trade-Offs</i>									

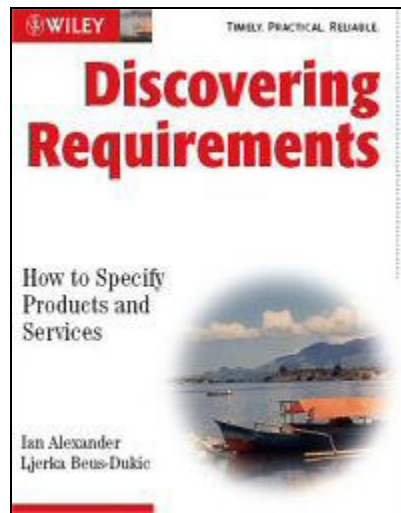
### Intended Audience

- Anyone involved in creating or changing systems, processes, products, or services, including business analysts, requirements analysts, product managers, project managers, systems and software engineers, software developers.
- Anyone who needs to find out what people need from software or other products under development.

### Teaching Approach

The course is highly interactive, consisting of

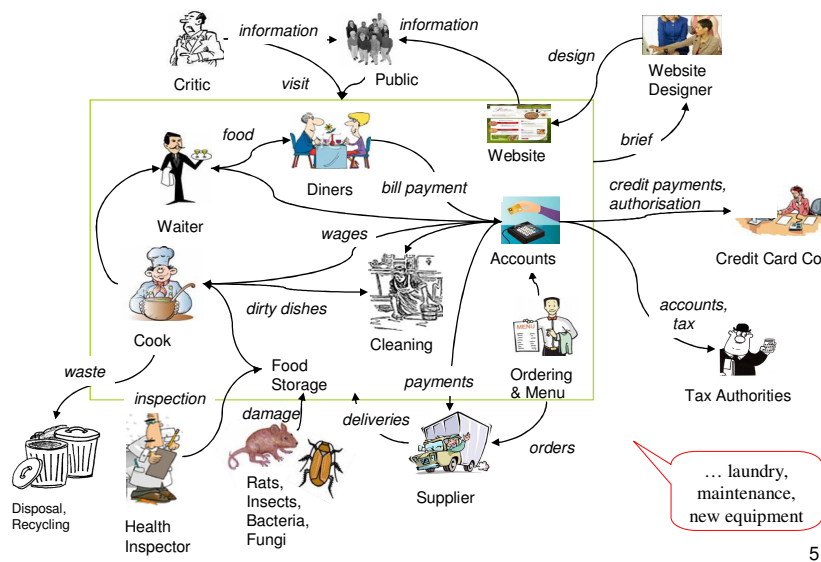
- A minimum of theory (the rest being covered by the textbook), introducing the key techniques and concepts of requirements discovery
- Team exercises, in which groups of participants work together, applying the techniques just taught; present their findings; and are debriefed to draw out the learning points
- A short Quiz on each topic
- Demonstrations, examples, and illustrations from the tutor's experience
- Discussions and feedback to make full use of the knowledge and experience of participants.



Supported by the acclaimed textbook *Discovering Requirements*, course time is devoted to practical exploration of the chosen techniques. Participants get the maximum of direct experience and understanding of each technique from the team exercises and discussion. Meanwhile, detailed explanations and guidance on all the techniques are to hand in the textbook, for each participant to keep after the course.

## Context...

... bigger than you thought?



## Tutor

Ian Alexander specializes in Requirements. He has worked in the aerospace, telecommunications, transport, automotive, software, and public service sectors. He provides consultancy and training on requirements discovery and requirements management. His books include *'Writing Better Requirements'*, Addison-Wesley 2002, *'Scenarios, Stories, Use Cases'*, Wiley 2004, and *'Discovering Requirements'*, Wiley 2009. He recently chaired the BCS Requirements Engineering Specialist Group. He is a Chartered Engineer.

## Course Timetable

### Day 1

a.m.

**Introduction:** context; an inquiry cycle; course structure:  
**Requirements Elements** (1-10) x **Discovery Contexts** (A-D)

1. **Vision:** a clear mission
2. **Stakeholders:** typical roles; the onion model
3. **Goals:** modelling goals and obstacles; goal conflicts  
*A. From Individuals* (interviewing)

p.m.

4. Context: rich pictures; system vs product scope  
*A. From Individuals* (observation)
5. **Scenarios:** role/action list; scenario patterns; use cases  
*B. From Groups* (workshops)

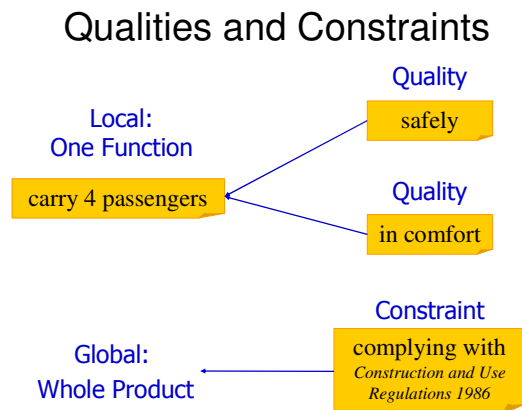
### Day 2

a.m.

6. **Qualities and Constraints:** different types; effect on project  
*C. From Things* (analogy)
7. **Rationale:** underlying reasons; assumptions; ways to document
8. **Definitions:** ambiguity; roles, data, designations

p.m.

9. **Measurements:** verification method; acceptance criteria  
*D. From Trade-Offs*
10. **Priorities:** input (stakeholder) priority; output (project) priority  
**Putting it all Together:** (process tailoring)



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To book a course, contact [iany@scenarioplus.org.uk](mailto:iany@scenarioplus.org.uk)

## Feedback from Participants

"Thought the use by Ian of his experiences in other fields very interesting.  
 [I liked] to hear views from outside our area.

We had time for the exercises and for discussion throughout."

"The trainer has had a great deal of experience which he was able to draw on  
 to pass on to us to take back and consider."

<http://www.scenarioplus.org.uk>