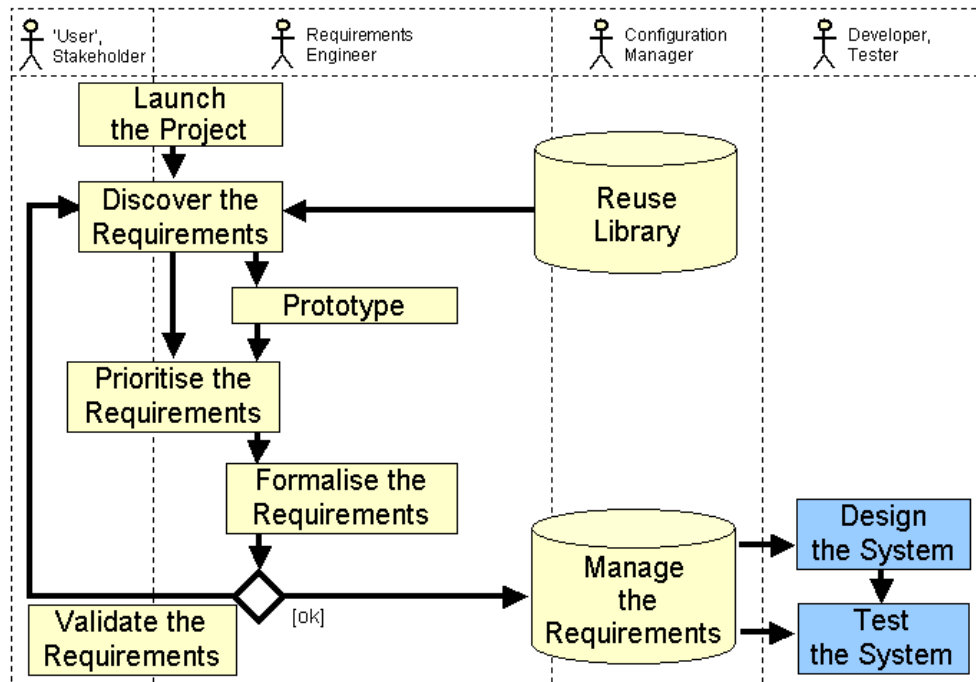


Introduction to Requirements

2-Day Course



Purpose

This popular course aims to give participants an understanding of why requirements are important in system development, and the basic practical skills needed to create good, effective, requirements.

Intended Audience

- System and software engineers, analysts, programmers, and others who create and use requirements
- People whose work is influenced by requirements, including testers, quality assurance and project management.

Teaching Approach

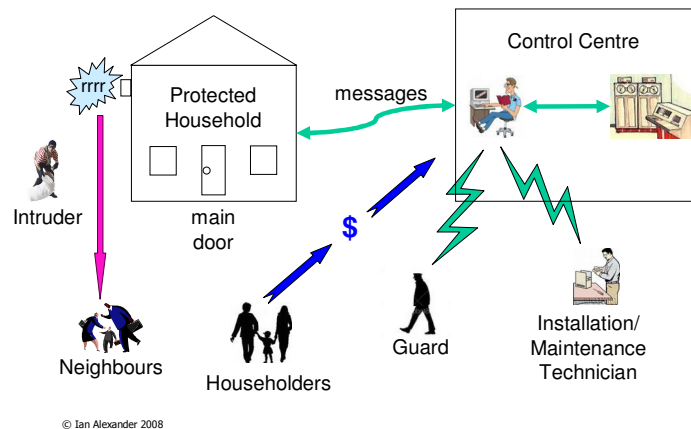
The course is highly interactive, consisting of

- The essential theory and context, introducing the key techniques and concepts of requirements work
- Team exercises, in which participants work together in pairs and groups, applying the techniques just taught
- Demonstrations, examples, and illustrations from the tutor's experience
- A short Quiz on each topic
- Discussions and feedback to make full use of the knowledge and experience of participants. Courses often work best when there is a mix of people from different disciplines and backgrounds.

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'*, published by Addison-Wesley 2002, *'Scenarios, Stories, Use Cases'*, published by Wiley 2004, and *'Discovering Requirements'*, Wiley 2009. He recently chaired the BCS Requirements Engineering Specialist Group. He is a Chartered Engineer.

Rich Picture



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Course Timetable

Day 1

Purpose of Requirements

- System Development Life-Cycles
- The need to control Risk
- Iteration and Agility

The Requirements Process

Launching the Project

- Objectives, Goals, Context

Discovering Requirements

- Identifying Stakeholders
- Discovering Requirements from Operational Roles
- Scenarios, Use Cases, Exceptions
- Interviews, Workshops, Observation, Other Sources
- Discovering Requirements from Non-Operational Roles
- Standards, Legislation

Prototyping with State Models (including Demonstration)

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

Day 2

Prioritizing Requirements

- Triage; Benefit/Cost; Ranking; Other Approaches

Formalizing Requirements

- Modelling Context, Events
- Project Dictionary; Entity Relationships, Object Models
- Writing Functional Requirements; Requirements as Tables
- Types of Non-Functional Requirements
- Styles for Writing Non-Functional Requirements
- Requirement Relationships, Traceability
- Project Information Modelling
- Requirement Attributes: Rationale, Acceptance Criteria

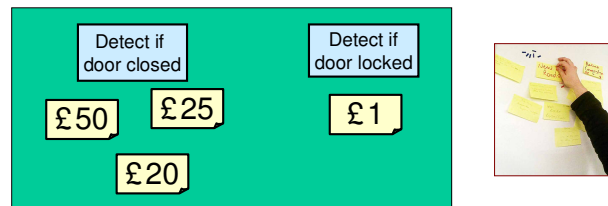
Validating Requirements

- Completeness Checks
- The Review Process

Managing Requirements

- Change Management Process; Tracking Configuration

Requirements Reuse, Product Line Approaches

Ranking by Team Members

- Many possible ways to rank goals
 - Give each stakeholder "£100" on sticky notes
 - Give each participant 6 votes
 - all on one goal
 - 1 on each of 6 goals, etc

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Feedback from Participants

"Very interesting course, taught by an obvious expert in the field, happy to modify course to suit participants." – Daniel B.

"Ian was a very good teacher and made the course interesting" - Nathan Q.

"More than met my expectations, gave a great insight to the subject area. Presentation was excellent, kept interest with examples" - David U.

To book a course, contact iany@scenarioplus.org.uk

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