Product Champion Responsibilities

The following table identifies some of the requirements engineering activities that a product champion (a key representative of a specific user class) might perform on a development project. The exact responsibilities of each product champion should be negotiated and agreed to by the project’s requirements analyst, the product champion, and the product champion’s manager.

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| Planning | * Refine the scope and limitations of the product * Identify other systems with which to interact * Evaluate the impact of the new system on business operations * Define a transition path from current applications or manual operations * Define relevant standards and certification requirements |
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| Elicitation and Analysis | * Collect input on requirements from other users * Develop usage scenarios, use cases, and user stories * Resolve conflicts between proposed requirements within the user class * Define implementation priorities * Provide input regarding performance and other quality requirements * Evaluate prototypes   Work with other decision makers to resolve conflicts among requirements from different stakeholders   * Provide specialized algorithms |
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| Validation and Verification | * Review requirements specifications * Define user acceptance criteria * Develop acceptance tests from usage scenarios * Provide test data sets from the business * Perform beta testing or user acceptance testing |
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| Preparing User Aids | * Write portions of user documentation and help text * Contribute to training materials or tutorials * Demonstrate the system to peers |
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| Change Management | * Evaluate and prioritize defect corrections and enhancement requests * Dynamically adjust the scope of future releases or iterations * Evaluate the impact of proposed changes on users and business processes * Participate in making change decisions |
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