SWE62-232 Requirements Engineering Fundamentals

Session 5.1

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Outline

- Other elicitation techniques
  - Brainstorming
  - Prototyping

Learning objectives

✦ Upon successful completion students will be able to:

  ✦ Describe brainstorming and prototyping, as requirements elicitation techniques

  ✦ Discuss the benefits of brainstorming and prototyping to requirements elicitation

Other elicitation techniques
Brainstorming

Brainstorming

- Brainstorming is a technique to find a conclusion for a specific problem by gathering a list of ideas spontaneously contributed by its member(s).

[http://en.wikipedia.org/wiki/Brainstorming]

4 Rules for conducting a brainstorming session

Focus on quantity

1. Assumption: the greater the number of ideas generated, the greater the chance of producing a radical and effective solution.

Withhold criticism

2. Instead, participants should focus on extending or adding to ideas, reserving criticism for a later 'critical stage' of the process.
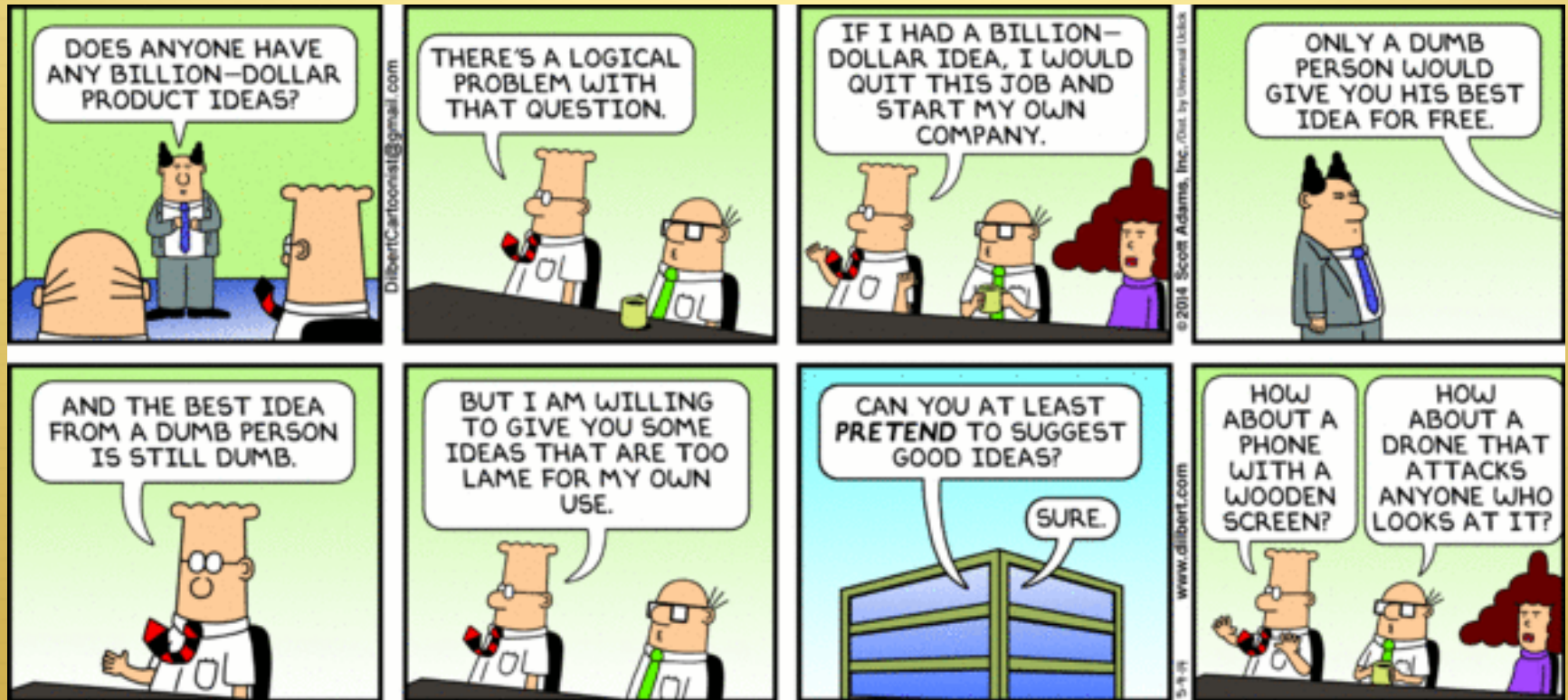
Welcome unusual ideas

3. They can be generated by looking from new perspectives.

Combine and improve ideas

4. Good ideas may be combined to form a single better good idea.

Let's do a Brainstorming Session

Prototyping

- This technique is particularly useful when developing human-computer interfaces (HCI).

- It is common that prototypes are used in conjunction with other elicitation techniques such as interviews and Joint Application Development(JAD).

- In many cases prototypes are expensive to produce in terms of time and cost.

Prototyping

- There are a number of different methods for prototyping systems, executable or not:, with varying levels of effort required.

  - Throwaway
  - Evolutionary

- This technique is extremely helpful when developing new systems for entirely new applications

Session Summary

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  - Prototyping