*Software teams prioritize testing and bug fixing by relying mostly on knowledge derived from code ownership. As consequence of that, teams have to deal with the fragmented knowledge possessed by each individual developer and compose it to make prioritization decisions. In concrete terms, knowledge about user goals and system dependencies are not explicitly and objectively contemplated, which leads to suboptimal test and bug prioritizations.*

*In order to demonstrate such claim, we performed a survey with software development professionals. From the survey we identified that professionals adopt different prioritization practices in order to contemplate all stakeholder views during integrated test cycles. The quality of these cycles is measured by the stabilization tendency of the balance of defects opened minus defects fixed. The ideal figure is that the balance displays a curve with amortizing fluctuations converging to zero.*

*Such prioritization practices are although not fully supported and are therefore not performed with regularity. In order to bridge this gap, we propose a solution for stakeholders to experiment with different strategies for bug and test prioritization. The solution is based on a traceability model that links user goals, software requirements, bug reports, and source code. We used a realistic scenario to demonstrate how the solution provides different prioritization alternatives for the same set of bugs.*