



SWEN90009 Software Requirements Analysis

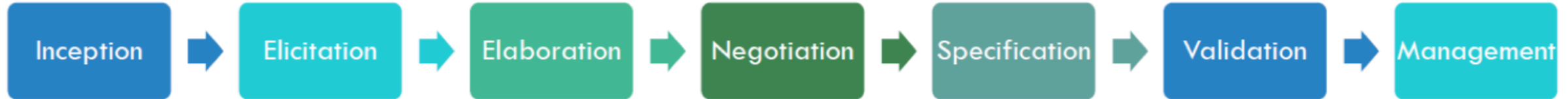
Workshop3 Goal Model

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1. Workshop questions

Q1: Briefly describe what tasks are performed in elicitation.



Tasks - To engage stakeholders to understand

- **stakeholders** are the people who have an interest in the new system
- the **objectives** regarding the **limitations** of the current system and the **opportunities** to be exploited
- establish **user goals** of the new software (Once the goals have been identified, prioritization should be performed)
- to arrive at a **shared understanding**
- define the **scope** (boundary of the system)
- customers (who pay) and users (who use) **may not completely sure of what is needed**
- requirements may **change** over time

Outputs

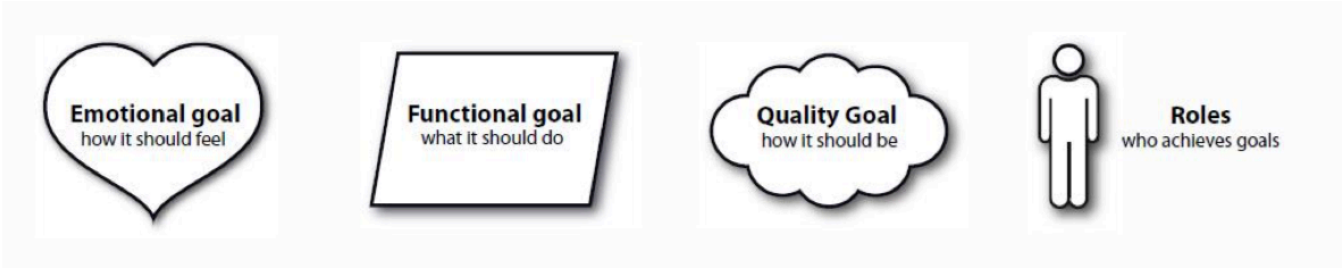
- A list of **customers, users and other stakeholders** who participated in requirements elicitation
- **Objectives** of the new system regarding the **limitations** of the system-as-is and the **opportunities** (technology) to be exploited
- A bounded statement of **scope** of the software
- **Goal model**

Q2: What are user goals? Why are they useful for requirement elicitation?

- ✓ User goals are **descriptions of outcomes** that users want to achieve.
- ✓ User goals guide developers to consider **the functions of a system**. The functions of the system must achieve goals via tasks. Typically, we want as few tasks as needed.

Q3: What is the difference between quality goals and emotional goals?

But what are Goals?



Here, Match the definitions (30 seconds)

Do	Be	Feel	Who
(goal)	(goal)	(goal)	(...)

- **Do:** What should the software do? (Functional goals)
- **Be:** How should it be done? (Quality goals)
- **Feel:** Emotional (or social) considerations (Emotional goals)
- **Who:** Users involved (Roles)

Q3: What is the difference between quality goals and emotional goals?

- ✓ **Quality goals** represent **how** the functional goals should be achieved.
- ✓ **Emotional goals** address the **emotional needs and desires** of the users that in many instances, particularly for socio-technical and domestic systems, are the chief motivation of the system.



2. Work on your project

Tasks to be performed:

1. Create do, be, feel, who lists
 - Do: What should the software do? (Functional goals)
 - Be: How should it be done? (Quality goals)
 - Feel: Emotional (or social) considerations (Emotional goals)
 - Who: Users involved (Roles)
2. Create a goal model
3. Practice dot-voting to prioritize the goals
 - Dot voting is a simple group activity for recognizing preferences among limited ideas

