**TUTORIAL 10**

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_ is an uncertainty that can have a negative or positive effect on meeting project objectives.
2. risk utility b) risk tolerance c) risk management d) risk
3. A person who is risk-\_\_\_\_\_\_\_\_\_\_ receives greater satisfaction when more payoff is at stake and is willing to pay a penalty to take risks.
4. averse b) seeking c) neutral d) aware
5. Your project team has decided not to use an upcoming release of software because it might cause your schedule to slip. Which negative risk response strategy are you using?
6. avoidance b) acceptance c) transference d) mitigation
7. Identify and describe THREE (3) risks involved in user acceptance testing of a software project at the customer site.

User doesn’t know how to use the software produced.

Software bug might be occurred during the user acceptance testing

User may reject the system

Test Data is not complete

Technology Risk – The system is incompatible; the required specification of system is higher than the system at customer site.

People risk – difficult for customer to understand the software (Don’t know how to operate)

1. For each risk identified in Q(4), describe a risk response strategy you would use to reduce the risk.

Provide manual or a facilitator to guide user to use the software

Testing must be done thoroughly before sending for user acceptance testing

Must get the user requirement at the beginning of the requirement gathering phase