

Requirements Elicitation and Analysis of the System's Usage Context



Learning Objectives

Know

- Rights and duties of stakeholders and requirements engineers

Understand

- Common requirements elicitation techniques and their key ideas
- How to use the Kano model to select an appropriate elicitation technique

Be able to do the following activities

- Use contextual inquiry to document a customer's as-is situation

Where are Requirements Coming From?



Common Requirements Elicitation Techniques

Mapping of my names > to those of Pohl/Rupp

- Surveys > questionnaire
- Creativity workshops > creativity
- Document analysis > perspective-based reading
- Prototypes may be used in workshops, interviews, and for observation

Elicitation			
	Total	+	414
			99%
Workshops	328		78%
Feedback	± 183		44%
Analysis	± 161		38%
Design	149		36%
Creativity	142		34%
System Archeology	292		70%
Requirements Reuse	270		64%
Copy/Paste	159		38%
Delta Specification	121		29%
Standard Reqs.	81		19%
Variability Analysis	42		10%
Modeling-based	3		1%
Interviews	+	265	63%
Document Analysis		211	50%
Creativity		183	44%
Workshops		142	34%
Idea Castings		43	10%
Idea Databases		38	9%
Introspection		118	28%
Observation	+	87	21%
Surveys		50	12%
Data Mining	-	25	6%
Other		12	3%

Problem Statement of the Diabetes Diary

Problem Statement

The problem of	inadequate blood glucose levels of Diabetes I patients
affects	patients, next-of-kin (e.g. relatives), doctors, and nurses
the impact of which is	severe complications for the patient and high treatment costs
a successful solution would be	to enable the patient in effectively balancing intake of insulin and carbohydrate, physical activity, and stress

Position Statement

Document Analysis

Perspective-based reading with conventional content analysis

- Goal: extract the essence out of a document.
- 1. Ask yourself a question that you want to answer,
e.g. “what are the features of the here described app?”
- 2. Identify the sections that contain relevant information to answer the question
- 3. Read the relevant sections repeatedly: obtain a sense of the whole
- 4. Read the relevant sections word by word: obtain codes (names for markers) to label important things
- 5. Make notes about your impressions and thoughts: improve codes
- 6. Sort codes into hierarchical categories: organize what you learn into a tree
- 7. Develop definitions/descriptions for the categories and sub-categories
- 8. Identify the relationships between the categories: what leads to what?

Example

- Task: describe the characteristics of a diabetes self management application
- <http://www.jdost.org/March2010/Articles/VOL-4-2-ORG7-ARSAND.pdf>

System Archeology

System archeology

- Goal: re-document the requirements as they have been implemented.
 1. Interact with the application to identify based elements of the app:
 - GUI (make screenshots or photographs, obs: show data but respect privacy)
 - User roles (identify types of users that can be administered and their rights)
 - Functions (identify menus and GUI elements to launch functionality)
 - Data (identify nouns contained in the GUI and forms that contain data)
 2. Interact with the application to identify detailed requirements:
 - Usage scenarios (identify meaningful sequences of using the application)
 - Lifecycle of data (identify the states and state transitions of data)
 3. Build a requirements document that describes the app as it has been implemented.

Example

- Task: identify the features of a diabetes self management application
- <https://play.google.com/store/apps/details?id=com.mydiabetes>

Observation

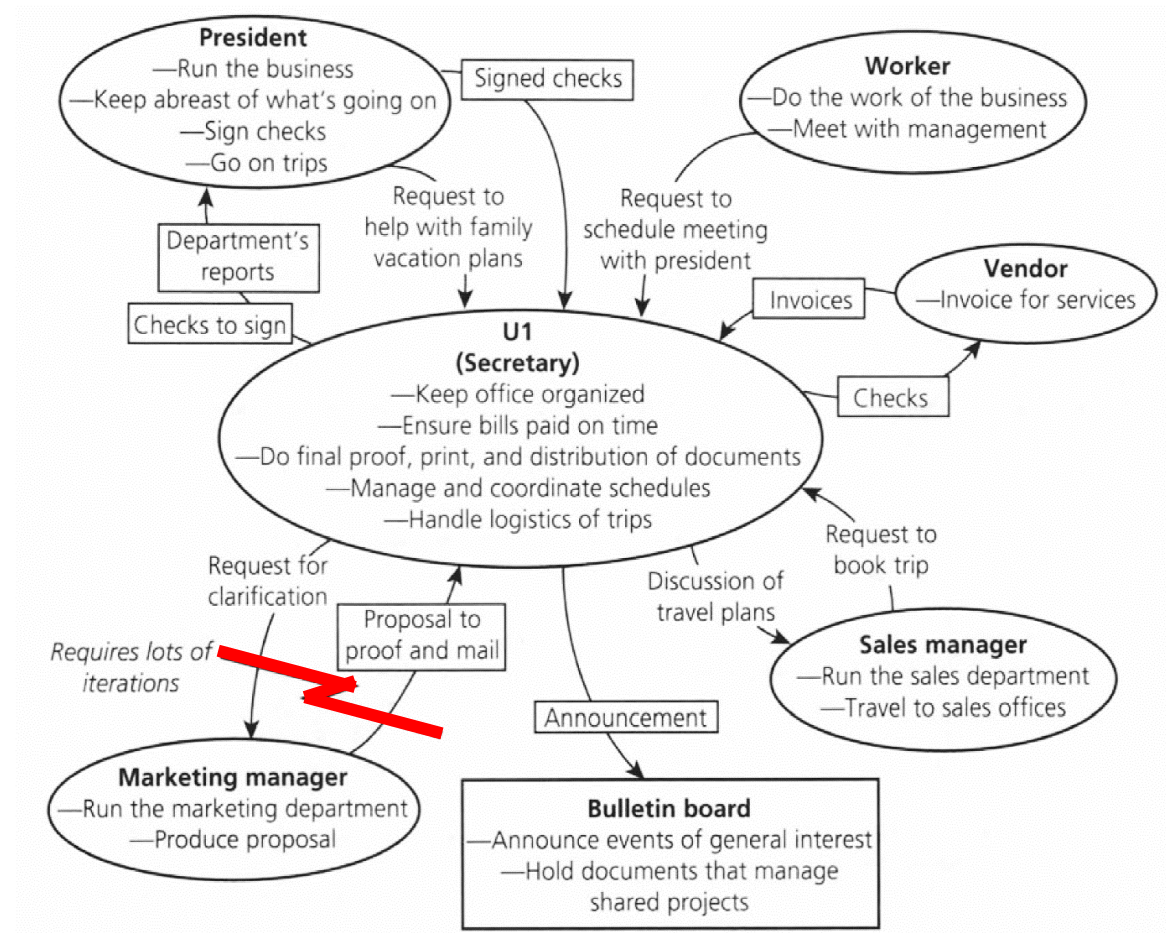
Goals:

What to document

- (Information) Flow Model
- (Activity) Sequence Model
- Artefact (Design) Model
- Cultural (Influence) Model
- Physical (Layout) Model



(Information) Flow Model



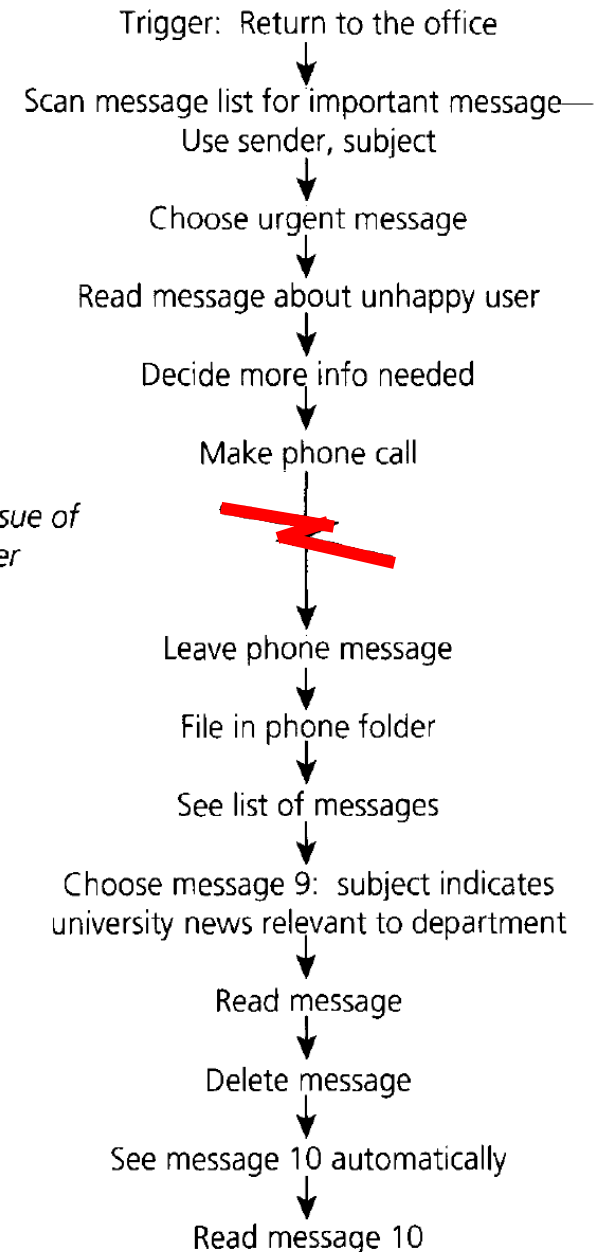
(Activity) Sequence Model

Intent: Plug in

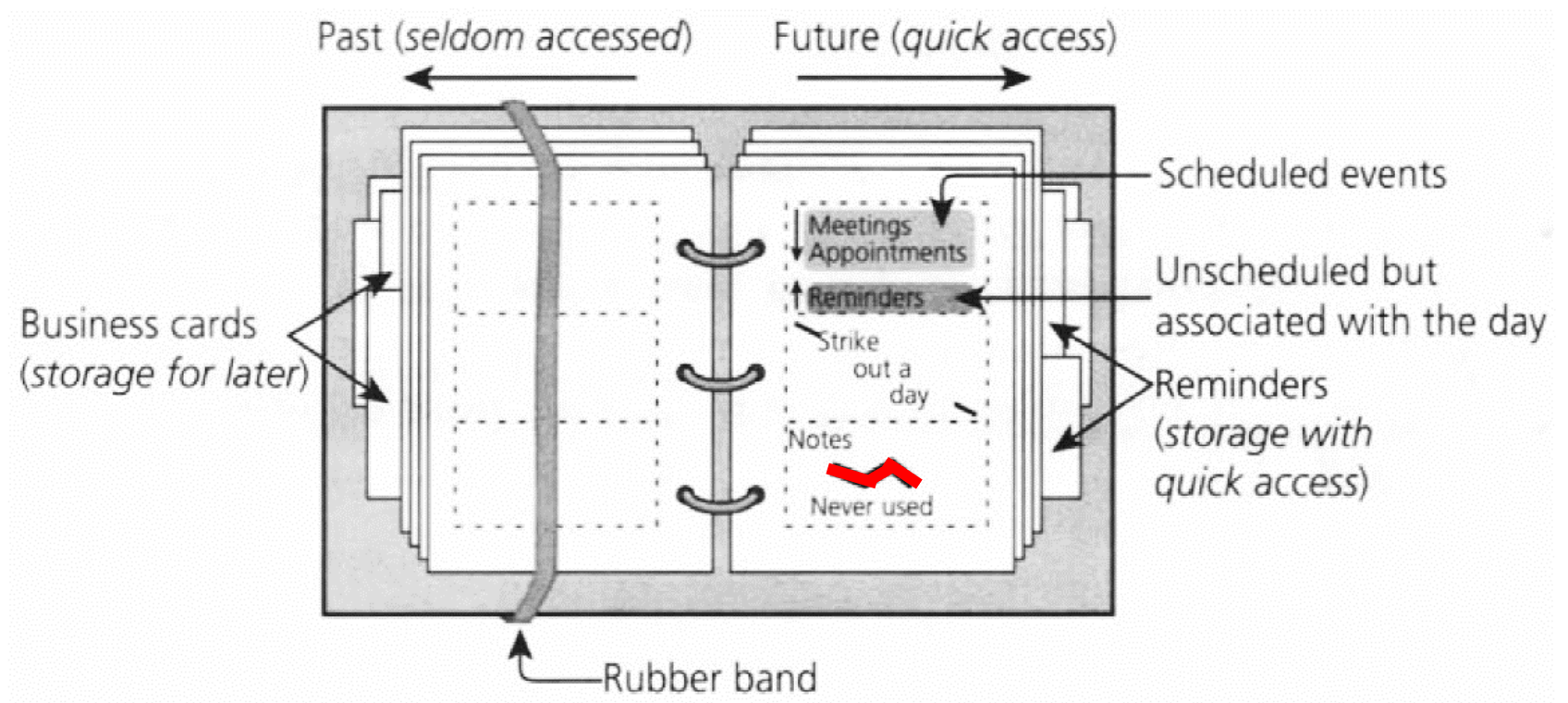
Intent: Handle emergencies

Intent: Get back to people easily

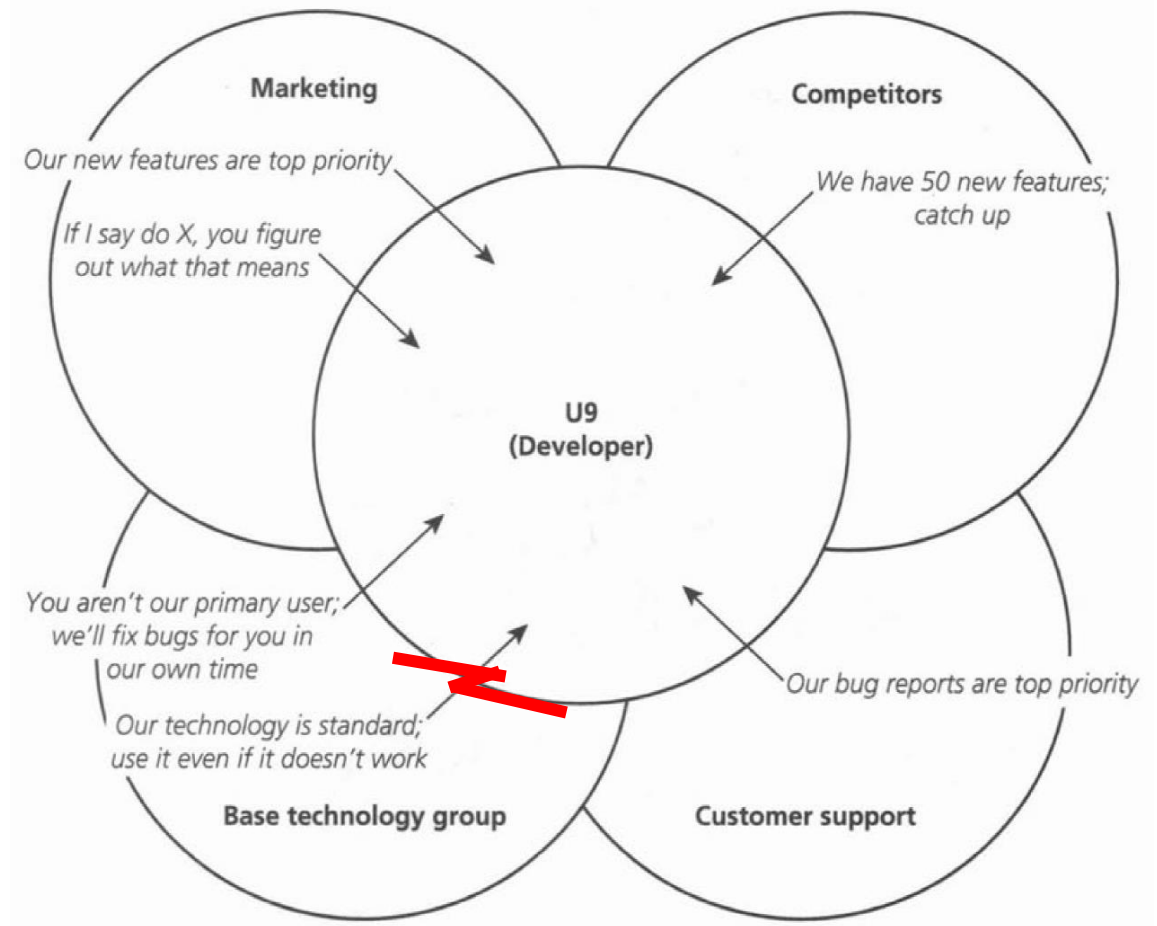
*Had to put off issue of
unhappy user*



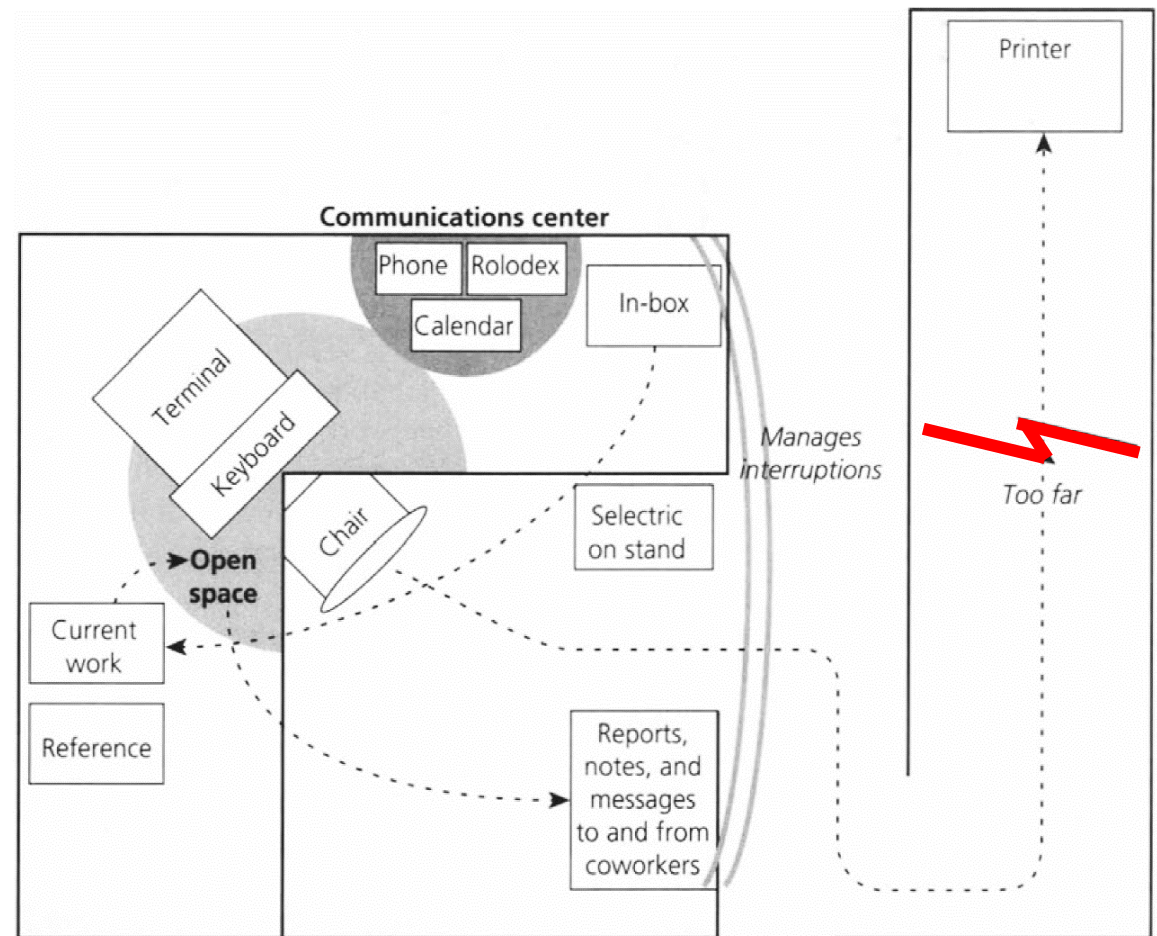
Artefact (Design) Model



Cultural (Influence) Model



Physical (Layout) Model



Vision of the Diabetes Diary

Problem Statement

The problem of	inadequate blood glucose levels of Diabetes I patients
affects	patients, next-of-kin (e.g. relatives), doctors, and nurses
the impact of which is	severe complications for the patient and high treatment costs
a successful solution would be	to enable the patient in effectively balancing intake of insulin and carbohydrate, physical activity, and stress

Position Statement

For	patients, next-of-kin (e.g. relatives), physicians, and nurses
Who	train, monitor, and consult an empowered Diabetes patient
The (product name)	Diabetes Share System (DSS) is a FI-STAR cloud solution
That	enables mobile recording of health and biometrical parameters, remote counselling, and comparison with other patients' anonymous observations
Unlike	in-clinic treatment based upon manually recorded or lacking health parameters
Our product	increases evidence to support treatments, increases the patient's knowledge base, assists in maintaining a healthy lifestyle, reduces the number of in-person appointments, and improves the patient's diabetes condition, wellbeing, and health

Exercise: Document the Usage Context of the Diabetes Diary

<https://www.youtube.com/watch?v=6i8lrqk-jD0>



Handling Stakeholders: the Requirements Engineer...

Manages the RE process

- brings method expertise
- Structures the schedule and coordinates

Learns

- speaks the language of the stakeholders
- becomes thoroughly familiar with the application domain
- allows stakeholders to demand properties that make the system user friendly and simple

Offers consultancy

- ensures that the system satisfies the functional and qualitative demands of the stakeholders
- presents her ideas and alternatives as well as their realizations
- is able to get work results across (e.g., by means of diagrams and graphs)

Produces the work results

- creates a requirements document

Makes friends

- maintains a respectful relationship with any stakeholder

Handling Stakeholders: the Stakeholder...

Contributes with knowledge and decisions

- introduces the requirements engineer to the application domain
- supplies the requirements engineer with requirements
- prioritizes requirements

Offers feedback

- ~~– documents requirements assiduously~~ ensures correctness of requirements
- inspects the requirements that the requirements engineer documents, such as prototypes, etc.
- respects the requirements engineer's estimates of costs and feasibility

Follows the plan he/she has agreed to

- respects the requirements engineering process that has been instated
- makes timely decisions
- communicates changes in requirements immediately
- adheres to the predetermined change process

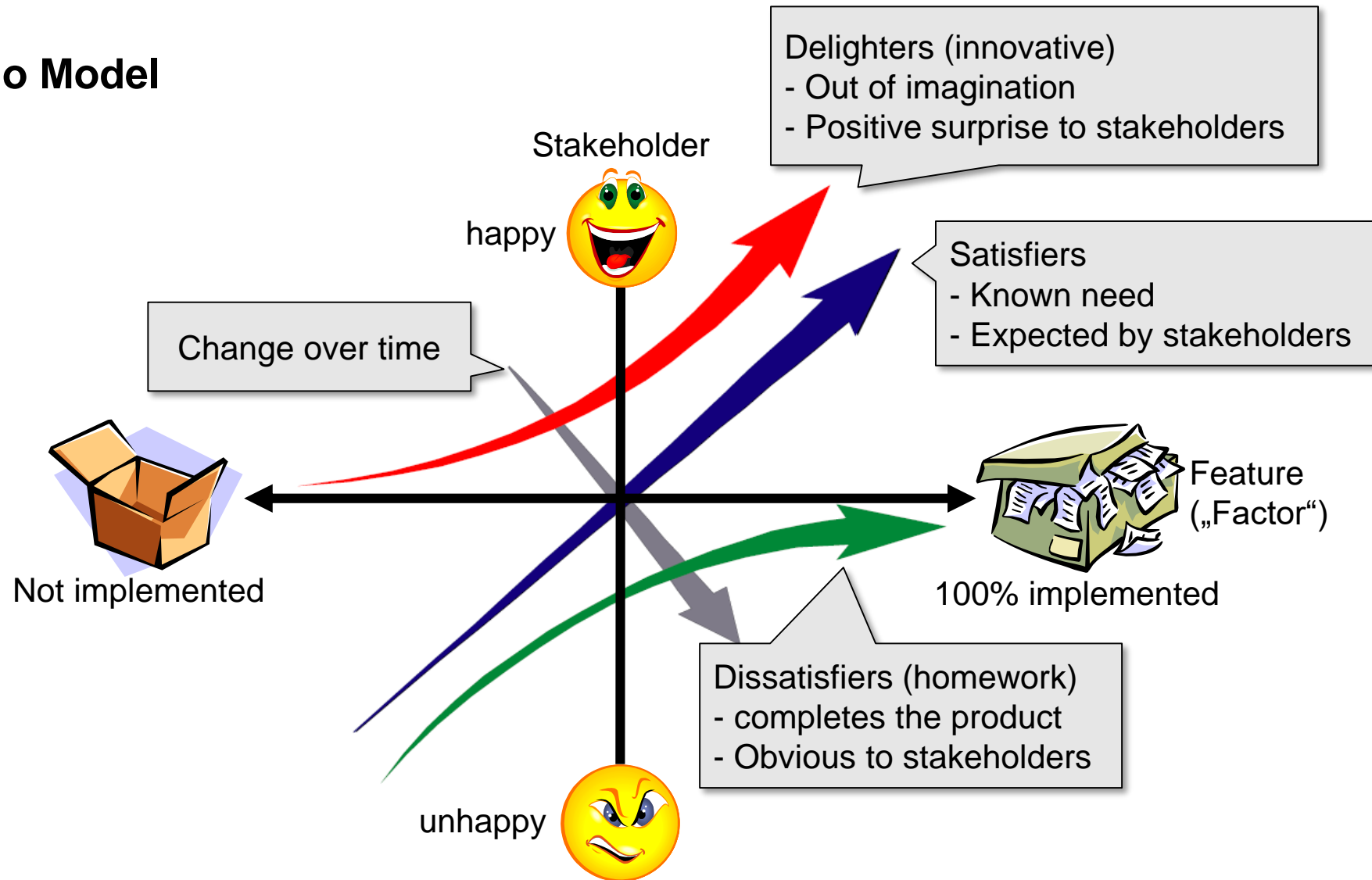
Common Requirements Elicitation Techniques

Mapping of my names > to those of Pohl/Rupp

- Surveys > questionnaire
- Creativity workshops > creativity
- Document analysis > perspective-based reading
- Prototypes may be used in workshops, interviews, and for observation

Elicitation			
	Total	+	414
			99%
Workshops	328		78%
Feedback	± 183		44%
Analysis	± 161		38%
Design	149		36%
Creativity	142		34%
System Archeology	292		70%
Requirements Reuse	270		64%
Copy/Paste	159		38%
Delta Specification	121		29%
Standard Reqs.	81		19%
Variability Analysis	42		10%
Modeling-based	3		1%
Interviews	+	265	63%
Document Analysis	211		50%
Creativity	183		44%
Workshops	142		34%
Idea Castings	43		10%
Idea Databases	38		9%
Introspection	118		28%
Observation	+	87	21%
Surveys	50		12%
Data Mining	-	25	6%
Other	12		3%

Kano Model



Kano (1984): "Attractive Quality and Must-Be Quality", Journal of Japanese Society for Quality Control 4:39-48.

Semi-Structured Interviews

Goal: learn background knowledge, interests, and expectations from the interviewee

Preparation

- Questionnaire with interview topics. Expect 10-30 minutes effort per topic.
- Invite with project information, interview goals, agenda, and what the interviewee will get.

Structure

1. Introduction: introduce yourself, explain purpose of interview and what will be done with the results, assure confidentiality, ask for permission to take notes or recordings.
2. Warm-up: get to know the person and why he/she got involved with the systems or context that you are interested in.
3. Main body: ask the questions you have prepared and drill-down on interesting answers.
4. Cool-off: reflect together about the interview and the next steps that should be taken.
5. Closure: thank you and good-bye.

Post-interview

- Make a transcript
- Summarize the interview and share the *minutes of the meeting* with the interviewee
- Exploit the interview results!

Interviews: Selected Advice

General advice

- Listen more than you speak
- Instead of one complicated question use a sequence of simple questions
- Be cautious when you use lead questions (“are you really sure that...?”)
- Use probes (“hmm...”, (pause), (curious gaze), ...)
- Summarize frequently what was discussed: “I have understood that...”
- Enjoy the interview (or at least look as though you do)

Questions you should use in many interviews: context-free questions

- Start: how did you get involved in this (kind of) systems?
- Start: what problems does this system solve (for you)? What problems may it create?
- Start: in your eyes, what is a really successful system worth (e.g. in Swiss Francs)?
- Middle: are you the right person to answer my questions?
- Middle: do we discuss the right things? Is there anything else we should discuss?
- End: is there anything else that you would like to recommend me?
- End: whom should I definitely meet to discuss this system?
- End: may I return to you with my notes and our ideas of the system?
- Post-interview: take notes of what you had discussed at the door

Robson (2002): Real-World Research. Backwell Publishing.

Gause, Weinberg (1989): Exploring Requirements: Quality Before Design. Dorset House.