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# I. INTRODUCTION

Brightstar (BL) is a charitable organisation located in the United Kingdom that raises funds to provide financial assistance for academic and sporting scholarships. The University's Treasurer's Office, alongside the Departments of Fundraising and Scholarship Administration & Applications, are responsible for administering hundreds of scholarships. A platform for the administration of scholarships has been designed in conjunction with a small IT team that provides assistance to all divisions of the organization. The institution has been providing student bursaries for more than 20 years and has long been renowned for its high educational standards. This platform was created with a focus on providing comprehensive capabilities. Despite occasional instances of error, the majority of employees are content.

In reaction to the increasing requirement for scholarships, the organization's objective is to furnish students with the important assets they necessitate in the shape of scholarships. It has been determined that scholarships are required not only in academic and athletic pursuits, but also in the realm of esports. In recent years, eSports has been increasingly accepted and no longer viewed with disdain as it once was. E-sports are becoming an increasingly attractive option for students who demonstrate both aptitude and enthusiasm for their chosen pursuit. Consequently, the donor intends to increase the range of scholarship offers to go beyond the two conventional areas of study and provide monetary support to financially challenged students in the realm of esports.

The phenomenon of Esports, otherwise known as competitive gaming, has experienced a surge in popularity in recent times. In light of the increasing prominence of esports and the financial benefits it brings, Brightstar seized the chance to expand the reach of their scholarship scheme and give pupils the chance to explore their passion for gaming while gaining a university education. Brightstar's pioneering initiative to grant esports scholarships was revolutionary as it gave students the opportunity to reconcile their passion with their academic pursuits. The organization endeavours to close the rift between traditional pedagogy and the burgeoning esports marketplace by providing esports scholarships.

The organization's aspiration to remain up to date and take the lead in awarding scholarships was a further determinant in the institution of esports scholarships. Brightstar has a long-standing record of supplying financial support to qualified students, and it has an impeccable reputation when it comes to the management of scholarships. The organization became cognizant of the necessity to alter and develop its scholarship program to accommodate the desires and inclinations of present-day students, which had drastically diverged from those of preceding generations.

Brightstar's scholarship management system necessitated an upgrade to accommodate the particular necessities of the esports scholarship program. Flo Johnson, the head of the IT department at the organization, has requested a prototype system to be developed to facilitate the application and selection process for eSports scholarship recipients. Johnson devoted an adequate amount of time to incorporate the new features into the pre-existing system. He proposed constructing a working prototype by adjusting current characteristics and incorporating new ones in order to validate hypotheses regarding the components that should be altered. Johnson's assertion that the prototype could be concluded within a period of three months stirred up enthusiasm.

Following the completion of a program on Agile principles, Johnson was inspired to propose an agile methodology for the formation of the new prototype system in order to further his professional growth. He was enthusiastic to implement his expertise and utilize agile development strategies to construct a novel system that would be more in line with his requirements.

A further impetus for the project was the creation of an automated synchronization mechanism between the platform and the firm's banking system. Should data not be accurately synchronised, an entity runs the potential risk of facing serious issues, namely the detriment of data, computational inaccuracies, and systemic breakdowns. Organizational performance and efficacy may be improved through the implementation of synchronous system innovation. Systems are able to facilitate automated data transfer, thus obviating the need for manual labour and allowing personnel to focus on more value-adding activities.

Taking into consideration several factors, Brightstar's decision to enlarge its scholarship program to encompass esports scholarships was reached. The organization acknowledged the upsurge in acclaim and potential of the esports industry, in addition to the necessity to offer students with the possibility to engage in their enthusiasm for gaming through the attainment of tertiary qualifications. The organization's resolution was driven by the need to stay up-to-date and cutting-edge in the sphere of scholarship management. Upon the early implementation of the project, BL will promptly be able to identify and capitalize on scholarship opportunities not accessible to other institutions. The primary motivations for this endeavour are elucidated herein. BL further underscores the value of data integrity in order to achieve synchronization between the institution and banking institution in the development of this prototype. The IT division of Brightstar has proposed a nimble strategy in order to create a prototype system that would meet the exclusive needs of esports scholarships, in order to put this new scholarship program into effect. The design of this approach was driven by the team's ambition to leverage their recently acquired competences to optimize the organization's data accuracy and efficiency through the formulation of an automated synchronisation system. Brightstar's broadening of its scholarship scheme is indicative of its dedication to accommodating and progressing to suit the fluctuating requirements and preferences of present-day pupils.

# II. HIGH LEVEL REQUIREMENTS ANALYSIS AND MOSCOW PRIORITISATION

In this section, a comprehensive analysis and clarification of the requirements will be undertaken in order to develop a list of high-level requirements. This register will be revised periodically in line with the convergence of ideas expressed in each specific request. The utilization of MoSCoW criteria shall be employed in order to prioritize the implementation of the requirements onto the prototype, with this ultimate checklist as the basis.

## 1. Review the ‘high-level requirements’

In order to assess the suitability of the high-level requirements generated in the Facilitated Workshop session, it is essential to assess the list and detect any requirements that do not conform to the standards for a valid high-level requirement. This will be accomplished through an examination of the facts outlined in the case study and elucidation of the rationale behind each identified issue. The prerequisites which were extensively discussed during the Facilitated Workshop session have been collated into the table presented below.

**Table 1: Requirements table**

|  |  |  |
| --- | --- | --- |
| **ID** | **REQUIREMENT** | **TYPE**  F: Function  NF: Non-function |
| **1** | The prototype allows logging. | **F** |
| **2** | Ability to trace the utilization of funds, monitor where the money is being assigned, and how they are allocated | **F** |
| **3** | The system and the organization's banking system are synchronized | **F** |
| **4** | Esports sponsor category added to the new system. | **F** |
| **5** | The system must have a quick response time and be highly responsive. | **NF** |
| **6** | The system should enable communication with businesses, people, and other potential donors. | **F** |
| **7** | The system should support events planning | **F** |
| **8** | The system should facilitate the collation of contacts and mailing lists. | **F** |
| **9** | Categories different esports. | **F** |
| **10** | Consult with the qualified team and specialists, to identify suitable criteria for each category. | **F** |
| **11** | Create preliminary application forms that include the criteria needed for each category. | **F** |
| **12** | Tools should exist to select the best applicants. Existing solutions may suffice, yet many others would need to be created. | **F** |
| **13** | Enable application forms to be modified in real-time by scholarship team, unavailable on current system; it would expedite requested changes. | **F** |
| **14** | Applicants can monitor application progress. | **F** |
| **15** | We must be able to notify applicants whether they were successful. | **F** |
| **16** | In order to accept a scholarship offer, applicants must provide a formal acceptance. | **F** |
| **17** | By tracking deadlines, establishing notifications, and taking notes on the system, we should be able to effectively manage active scholarships. | **F** |
| **18** | Pull relevant parts of the old system., integrate, test & include in requirements. Not listing them; existing knowledge should suffice. | **F** |
| **19** | Individuals must be able to sign up on the system. | **F** |
| **20** | Applicants must be able to check what scholarships are currently available. | **F** |
| **21** | Automatic notification after completing actions like registration or successful submission of application. | **F** |
| **22** | When applying for a scholarship, applicants should be able to supply info relevant to the application, such as gaming performance, as well as mention past achievements. | **F** |
| **23** | Ensure user-friendliness, knowledge of genres, & respect for other games; or applicants won't trust. | **NF** |

The majority of the functionalities proposed to be incorporated during the Facilitated Workshop are considered to be major or essential elements of the system. The success of the prototype is largely dependent upon the satisfaction of those persons within the organization that occupy pivotal roles and positions of influence. These individuals occupy pivotal positions and roles within the organization. If the functions in the prototype are not executed correctly, then it is certain that the prototype's performance will be inadequate, thereby failing to satisfy the expectations of the invested parties. Consequently, functions are regarded as high-level requirements and are a critical element in the prototype development process.

It is necessary to fulfill certain requirements in order to construct a prototype as a whole; however, some of these requirements may not meet the expectations of a requirement with high quality. The required qualifications for the task and the justifications for why it is not suitable are outlined in the subsequent table.

**Table 2: Not high-level requirement and reasons**

|  |  |  |
| --- | --- | --- |
| **ID** | **NOT HIGH-LEVEL REQUIREMENT** | **REASONS** |
| **5** | The system must have a quick response time and be highly responsive. | An example of a high-level requirement is a statement that offers a wide-ranging outlook on the product's capability. When it comes to prototype implementation, these non-functional requirements are not regarded as the most critical. Non-functional requirements are not deemed to be of paramount importance to users or customers. It is not essential for non-functional features to be available from the outset, as they can be implemented at a later stage once the product has been released. The inclusion of non-functional features can incur extra costs for the product, which may not yield any noteworthy advantage for the user or customer. Consequently, it is unlikely to be deemed a high-level requirement. |
| **23** | Ensure user-friendliness, knowledge of genres, & respect for other games; or applicants won't trust. |

## 2. Gather, investigate, and evaluate functions, then use MoSCoW and Timebox to rank the requests in an updated functional requirement list.

Based upon the conclusions of the former exploration, the subsequent progression is to modify the high-level stipulations register and create a refreshed compilation of 8–10 operational and non-functional obligations that are suited for establishing a resolution. This should be accomplished prior to progressing to the subsequent step. The below-mentioned table adopts the MoSCoW and Timebox workflow; the list will be an exemplification of the progressing requirements that conform to the criteria for high-grade functional specifications and are compatible with an incremental modus operandi.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **COMBINE** | | **JUSTIFY** | **MoSCoW** | **Time**  (days) |
| **ID** | **REQUIREMENT** |
| **1** | **4, 9** | Prototype allows adding new esports genres and esports sponsor category | The primary impetus for the project is Esports. Hence, prioritization and expediency of related functions is paramount when implementing the prototype. | **M** | 2 |
| **2** | **1, 2, 6, 7, 8, 15, 16, 17, 19, 18** | Pull relevant parts of the old system., integrate, test & include in requirements. Not listing them; existing knowledge should suffice. (The coalescence of these features is due to their pre-existing operation within the present system.) | Prototypes can be utilized to evaluate the feasibility of incorporating novel features in addition to extant system features. In order to ensure its success, it is imperative to incorporate established capabilities into the prototype. | **M** | 45 |
| **3** | **5, 23** | The system must have a quick response time, user-friendliness and be highly responsive. | Prototypes are developed in order to evaluate the practicality of novel features and are not yet incorporated into existing systems in an official capacity. Once the prototype has been made available, non-functionals can be taken into account. | **W** | 6 |
| **4** | **13, 11, 22** | Real-time creation and modification based on criteria needed for each genre and allows candidates to provide context-sensitive. | The functionality facilitates the expeditious adaptation to fluctuating demands necessitated by the various types of work, as well as the contextual variables that can modify such demands over time. Simultaneously, applicants can gain favor with the organization by offering context-sensitive. | **S** | 9 |
| **5** | **14, 20** | Applicants can monitor available scholarships and application progress. | The feature assists potential candidates in comprehending the advancement of their application procedure and in becoming ready for next steps. | **S** | 3 |
| **5** | **3** | The system and the organization's banking system are synchronized. | It is necessary to have functionality in order to reduce the errors that are easily generated when tasks are performed manually. | **M** | 10 |
| **6** | **10** | Consult with the qualified team and specialists, to identify suitable criteria for each category. | The purpose is to devise objective standards from which applicants can be assessed and categorized objectively and equitably. | **S** | 8 |
| **7** | **12** | Tools should exist to select the best applicants. | The current system has incorporated a functionally equivalent mechanism. Nevertheless, BL desired the same capability to be upgraded in the prototype. | **M** | 5 |
| **10** | **21** | Prototype automatically notifies after completing actions like registering or submitting a successful application. | The function is designed to facilitate users in expeditiously updating critical information from the organization. | **C** | 5 |

*(\*\*\*Prototype development time is planned for 90 days (3 months). Functions can be developed in parallel. Therefore, the total time estimates in the table above are not considered as project completion time.)*

# III. LEGAL, SOCIAL, ETHICAL AND PROFESSIONAL ISSUES.

BL should engage in the practice of reflecting upon Legal, Social, Ethical, and Professional Issues (LSEPI) that are applicable to its operational activities. Furthermore, they are obligated to designate a Data Controller. In this section, the primary content will be dedicated to the generation of a management outline that elucidates:

## 1. The role of the Data Controller within the organization:

BL, as a charitable organization responsible for the management of a considerable number of scholarships, is heavily dependent upon its information technology (IT) department in order to create a suitable infrastructure and provide support for the other divisions in the organization. It has been demonstrated that the system that has been developed by the IT department over the course of the past 20 years is highly effective, contributing to the registration and management of scholarship applicants, the tracking of funds, and the provision of assistance to the fundraising team with contacts and mailing list. The existing system must be broadened to incorporate the registration and selection procedures for e-sports, with the position of the data custodian consequently becoming increasingly essential. The Brightstar organization has implemented a protocol which includes the addition of scholarships for e-sports competitions, an initiative that is particularly pertinent at present.

It is incumbent upon the data controller to guarantee that the system adheres to all applicable legislation and regulations regarding the safeguarding of personal data. They are responsible for verifying that the data collected is accurate, timely, and suitable for the intended usage according to the pre-specified requirements. This constitutes an additional responsibility that they are bound to fulfill. The party possessing the data is responsible for guaranteeing the safeguarding of the rights of the persons whose data is being managed. The information of these persons may be utilised for an assortment of aims. One could be authorized to inspect, modify, or expunge the data pertaining to the matter at hand.

In regard to BL, it is incumbent upon the data controller to guarantee that the personal details of scholarship applicants and contributors is secured and that the information is employed in compliance with pertinent data security statutes. They are tasked with guaranteeing that the system is shielded from users lacking authorization and that only those who have been given permission can gain access to the data. The data controller is obligated to guarantee that the system aptly monitors and regulates the funds allocated for each scholarship, furthermore, to make sure that the students and academic institution remain in fulfilment of the criteria set for continuing support.

It is incumbent upon the data controller to ensure that the inception of a system for e-sports scholarship applications is conducted in accordance with all applicable legislation and directives concerning the safeguarding of personal data. Ensuring that any personal information that is collected through the utilization of the new system is securely protected and the necessary steps are taken to preclude any data from being accessed or divulged without authorization is included. The data controller is additionally accountable for confirming that any novel functionalities included in the system are compliant with the pertinent data protection laws.

Before Flo Johnson's proposed prototype system for e-sports scholarships can be incorporated into the existing system, the data controller must first ensure that the proposed prototype system satisfies the criteria established by applicable data protection laws and regulations Flo Johnson proposed the prototype system. The data controller is further held accountable for minimizing any redundant data between the new system and the banking system adopted by the organization, while also taking suitable measures to guarantee the integrity of the data. It is incumbent upon this role to guarantee the implementation of appropriate safeguards to guarantee the security of the data.

To put it succinctly, the data controller within the system employed by the BL organization plays a pivotal role in guaranteeing observance with the laws concerning the defense of private data, the proper oversight of scholarship funds, and the safeguarding of individual data. It is incumbent upon the data controller to guarantee that the system meets the standards set forth by the applicable laws and regulations. The data controller is held accountable for ensuring that any new functions or capabilities incorporated into the existing system are in accordance with extant data security regulations. It has been ensured that the necessary protective measures have been taken to safeguard the integrity of the data and the privacy of the associated information.

## 2. Any legal, social, ethical, and professional issues that BL may be faced with.

Legal, social, ethical, and professional issues are all very important for organizations because they play a critical role in determining the actions and behaviors of the organization, influencing its reputation and credibility, as well as its ability to achieve profitability and earn trust from customers, investors, communities, and other stakeholders. In order to elucidate the legal, social, ethical and professional issues that BL might encounter in the process of establishing esports scholarships, the following analysis can be undertaken.

***Legal Issues*:** BL will be confronted with numerous legal considerations in the establishment and implementation of esports scholarship programs. In more detail, some potential issues may include:

* ***Rules and Regulations***: In order to stay within the bounds of the law, BL must abide by the regulations and rules of e-sports organizations, as well as the laws related to the sponsorship and management of the scholarship program. These regulations and rules supplement the legal precepts that pertain to the scholarship program.
* ***Intellectual Property Rights***: BL is bound to guarantee that their conduct does not infringe upon the intellectual property rights of eSports organizations by undertaking financial activities that promote or advertise them while making use of their brand names, logos, or products. BL was tasked with this obligation due to the characteristics of their business.
* ***Data protection***: BL is mandated to adhere to regulations pertinent to the shielding of individual data, and is responsible for seeing that the scholarship applicants and awardees' information is secured and managed in the proper way. BL is required to ensure the security of personal data in accordance with applicable regulations.

***Social issues*:** It is essential that BL analyze the social implications associated with providing scholarships in the esports industry. In order to engage in a more comprehensive examination of these topics, the following points should be taken into consideration:

* ***Prejudice:*** Despite the growing popularity of electronic sports (e-sports), there remain many misperceptions about the activity, which are often viewed as harmful to one's health. It is imperative that the community grant Esports a larger degree of acknowledgement and approval, and that BL formulates methodologies to facilitate this transition.
* ***Gender and diversity:*** It is conceivable that gender and diversity stereotypes are impeding e-sports from attaining its maximal capacity. In order to ensure its compliance with equitable principles, BL must ensure that their scholarship programs are providing equal opportunities for individuals of both genders and actively promoting diversity.

***Ethical Issues:*** BL ought to consider various ethical considerations relating to the governance of esports scholarships and the backing of such grants. In order to be more precise, some of these worries might comprise of the following:

* ***Social responsibility:*** BL should focus on fostering the long-term growth of the e-sports community, making it their paramount objective, in order to ensure that they are making a substantial positive impact on such growth, rather than simply centering on their own best interests.
* ***Business Ethics:*** Esports organizations have a vested interest in BLs exercising due diligence in their sponsorship and advertising in order to ensure that their brand integrity is not threatened, as well as to adhere to all codes of conduct which govern workplace conduct.

***Professional Issues:*** BL needs to consider various professionals' concerns in regards to the establishment and management of esports scholarships. It is worthwhile to note that some of these concerns may include, but are not limited to, the following:

* ***Evaluation of candidates:*** BL ought to guarantee that candidates are appraised in line with impartial and professional standards, and that external elements, for example, familial or friendly associations, are not influencing the choices made.
* ***Academic support:*** Recipients of BL scholarships should be offered appropriate scholarly assistance from the organization, encompassing both financial aid and instructional aid. It is of utmost importance that BL gives this matter a significant amount of attention.
* ***Interacting with the community:*** BL has an obligation to uphold standards of respect and professionalism when engaging with the esports community, and to actively contribute to the development of the industry.

It is evident that esports and the various facets of the Legal and Societal Elements of Performance Integrity (LSEPI) are a combination which may present a number of potential problems for BL. To this end, it may be beneficial to consider examples of these issues in their real-world context.

* ***Legal issues****:* The BL could find itself in legal hot water associated with the organization and administration of esports scholarships. As an example, BL may be required to adhere to the regulations and statutes of esports organizations and regulations concerning sponsorship and scholarship administration.
* ***Social issues****:* There is the potential for BL to face some societal challenges when it comes to the acceptance of esports and the offering of scholarships to esports players in certain populations. An example of this could be that certain communities may have an unfavorable opinion of esports, viewing it as an unhealthy activity, consequently having an impact on the number of individuals applying for esports scholarship programs.
* ***Ethical issues****:* Esports scholarship applicants and recipients may potentially encounter ethical predicaments associated with the usage of personal data and information by BL. As an illustration, BL needs to guarantee that data for applicants and recipients is shielded and manipulated properly in accordance with the regulations of privacy.
* ***Professional issues****:* Esports scholarship programs could potentially present BL with professional challenges relating to their development and management. An illustration of this would be that BL needs to guarantee that their scholarship program is professionally and transparently administrated in order to draw in and maintain the peak talent within esports.

# IV. CONCLUSION AND ASSUMPTIONS MADE

*Make sure to provide a strong conclusion.*

# V. REFERENCES (5%)

**There are no sources in the current document.**