

## Summary

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The paper "Requirement Gathering Methods" by Mamoun Eid, written in November 2015, presents an overview of various techniques used to gather requirements in software development projects. The author discusses traditional methods such as interviews and surveys, as well as newer methods such as prototyping and participatory design. The paper concludes that a combination of methods is often the most effective way to gather complete and accurate requirements.

Here are the points discussed in the topic:

**One on One Interviews:** . The author mentions that One on One Interviews involve a direct conversation between the interviewer and the user to understand the user's needs and requirements. The author highlights the strengths of One on One Interviews, such as the ability to obtain detailed and in-depth information from the user, and the ability to build a relationship and rapport with the user. The author also mentions the limitations of One on One Interviews, such as being time-consuming and dependent on the interviewer's ability to ask the right questions and interpret the user's responses accurately.

**Group Interviews :** The author mentions that Group Interviews involve a group of users discussing their needs and requirements with the interviewer. The author highlights the strengths of Group Interviews, such as the ability to obtain a diverse range of perspectives and opinions, and the potential for creative and innovative ideas to emerge from group discussions. The author also mentions the limitations of Group Interviews, such as the difficulty in obtaining detailed and in-depth information from individual users, the potential for dominant personalities to dominate the discussion, and the potential for the discussion to become biased towards certain perspectives.

**Questionnaires/Surveys:** . The author mentions that Questionnaires/Surveys are used to gather requirements by asking a series of standardized questions to many users. The author highlights the strengths of Questionnaires /Surveys, such as the ability to gather data from many users in a short amount of time, and the ability to obtain objective and quantifiable data. The author also mentions the limitations of Questionnaires/Surveys, such as the potential for the questions to be misinterpreted or misunderstood by users, the potential for low response rates, and the limited ability to obtain detailed and in-depth information from users.

**user Observation:**. The author explains that User Observation involves observing users as they perform tasks related to the system being developed, in order to understand their needs and requirements. The author highlights the strengths of User Observation, such as the ability to observe users in their natural environment and obtain a firsthand understanding of their needs and behaviors, and the ability to identify unspoken and implicit requirements. The author also mentions the limitations of

User Observation, such as the potential for observer bias, the difficulty in observing complex tasks, and the potential for disruptions to the user's work environment.

**Analysing of existing documents** :The author explains that Analysis of Existing Documents involves reviewing and analyzing existing documents related to the system being developed, in order to understand the requirements. The author highlights the strengths of Analysis of Existing Documents, such as the ability to obtain a historical perspective on the system, the ability to identify and understand existing constraints and limitations, and the ability to obtain a comprehensive view of the system's requirements. The author also mentions the limitations of Analysis of Existing Documents, such as the potential for outdated information, the difficulty in obtaining a complete view of the system's requirements, and the potential for missing important requirements.

**Prototyping**: In the paper "Requirement Gathering Methods" by Mamoun Eid, the author mentions the "Prototyping" method as a technique for gathering requirements. The author explains that Prototyping involves creating a working model of the system being developed, in order to understand and verify the requirements. The author highlights the strengths of Prototyping, such as the ability to demonstrate and validate the requirements with users, the ability to identify and address design problems early in the development process, and the ability to obtain user feedback and make improvements to the design. The author also mentions the limitations of Prototyping, such as the potential for prototypes to be misinterpreted as the final product, the potential for prototypes to become outdated quickly, and the potential for prototypes to be overly complex and time-consuming to create.

**Each method has its strengths and limitations, and the most appropriate method should be selected based on the specific requirements of the project. The author emphasizes that the requirement gathering process is an iterative one, and that multiple techniques can be used in combination to obtain a comprehensive understanding of the requirements**

