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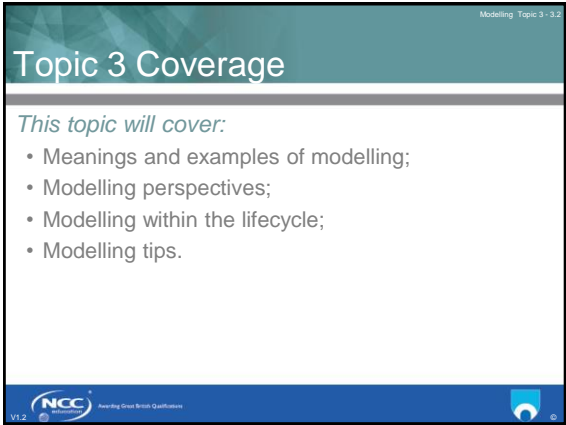
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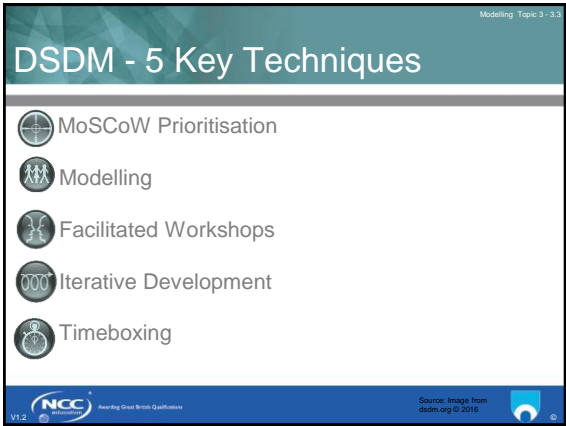
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Modelling Topic 3 - 3.4

Exercise 1

A model is often a diagram. So, what diagrams do you know/use in a development project?

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Modelling Topic 3 - 3.5

What is a Model? - 1

A model is:

- A description or analogy (to help visualise something that cannot be directly observed);
- A small but precise replica of an item or product;
- A pattern or figure of an item or product to be created.

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Modelling Topic 3 - 3.6

What is a Model? - 2

Many industries use models (and prototypes) to establish requirements, confirm expectations and test the achievability of objectives. Examples of models include: storyboards; diagrams; scale models (prototypes); and working software (prototypes).

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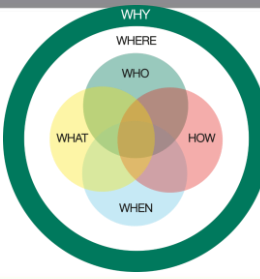
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Modelling Perspectives



**WHAT** – The information


**HOW** – The functions, features and processes


**WHERE** – The locations at which the business operates

**WHO** – The people: customers, users, stakeholders

**WHEN** – The events of importance (times and scheduling)

**WHY** – The business objectives and strategy

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Source: Image from dtdm.org © 2016 

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Modelling – User Perspective



**WHEN** Business Events time and scheduling

**WHY** Rationale


**WHAT?** Data


**WHAT** Business Procedures

**WHO** People and Tasks

**WHERE** Locations and Links

Technology may have its own:  
**HOW:** Processes, Inputs, Outputs  
**WHEN:** System Events  
**WHAT:** Data and Relationships

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Source: Image from pixabay.com © 2016 

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Exercise 2

In small groups, one person describes a journey using words only. The others (independently) try to draw the route. How close is the picture to the description?

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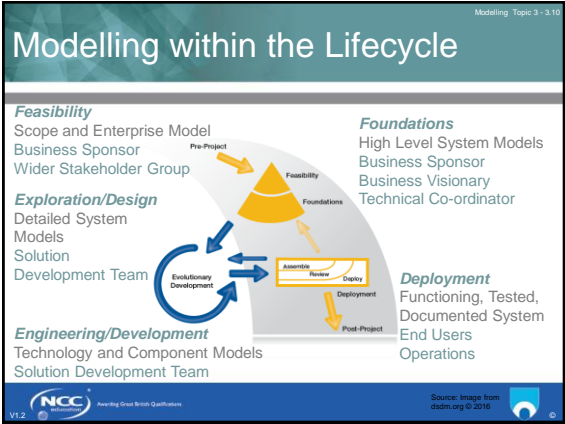
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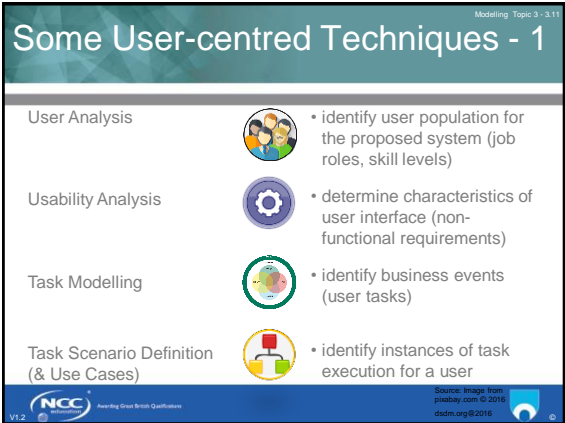
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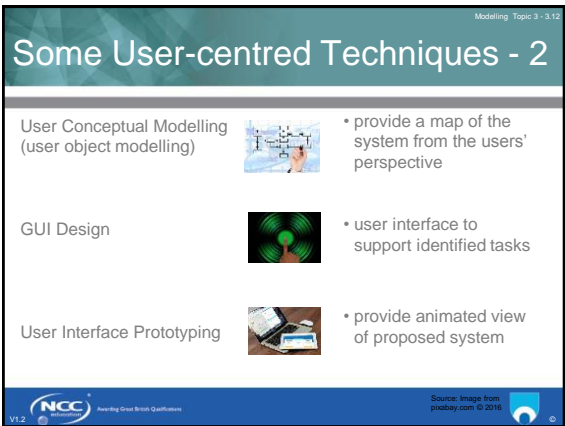
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Modeling Topic 3 - 3.13

The 8 Principles of DSDM

1. Focus on business need

2. Deliver on time

3. Collaborate

4. Never compromise quality

5. Build incrementally from foundations

6. Develop iteratively

7. Communicate continuously and clearly

8. Demonstrate control

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Modeling Topic 3 - 3.14

Exercise 3

In small groups of no more than 4, prepare a short presentation to last no more than TWO (2) mins to link modelling to the 8 principles of DSDM.

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Modeling Topic 3 - 3.15

Modelling Tips

Key points to consider are:

• It is easily understood by user and developer;

• It supports the process of incremental refinement;

• Models produced must enhance communication;

• It must fit easily within the Agile framework.

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Modelling Topic 3 - 3.16

## Summary of Modelling

- **What is modelling?**
  - It is a visualisation process to build focus within a project.
- **Modelling perspectives**
  - When, Why, What, Who, Where and How?
- **Modelling within the lifecycle**
  - Used at all stages by differing stakeholders for varied reasons to ensure project objectives are met.
- **Modelling tips**
  - Make it count! Modelling needs to be easy to understand and fit within all aspects of the life cycle. It will greatly enhance communication.

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Modelling Topic 3 - 3.17

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## Topic 3 – Modelling

*Any Questions?*

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