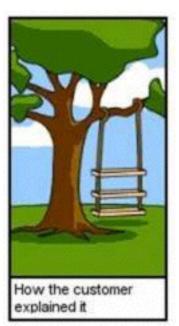
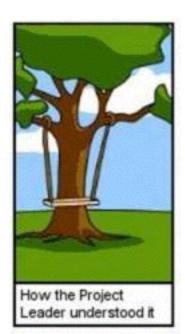
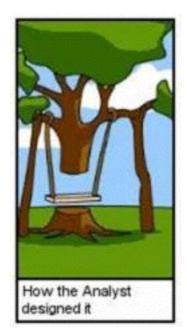
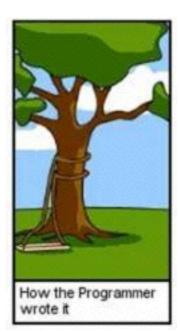
# Requirements Elicitation Phase

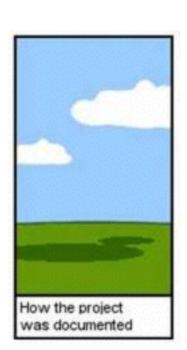


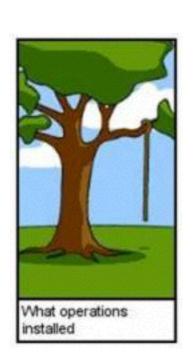




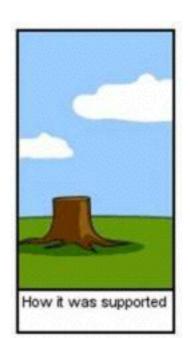


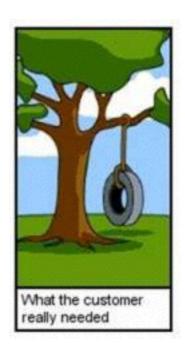












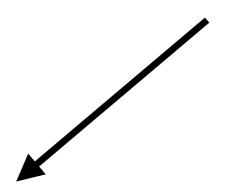
# Rapid Prototyping

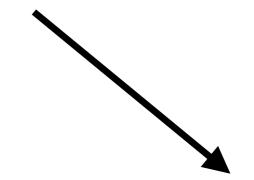
- Rapid prototype is a software that incorporates much of the functionality of the target product but omits aspects invisible to the client
- Popular rapid prototyping language is HTML

#### How to progress:

- Do the preliminary study of user requirements
- Build a prototype and evaluate it with the users iterative process
- Based on hand-on experience, users tell the developers whether the rapid prototype satisfies their needs, and identify the areas that need improvement

# **Brainstorming Session**





#### **Generation Phase**

Generate as many ideas as possible without discussing merits of the ideas

- Criticism is absolutely forbidden
- Wild, offbeat, or unconventional ideas are encouraged
- Number of ideas generated should be very large
- In addition to suggesting totally new ideas, participants should be encouraged to combine or embellish ides of others

#### **Consolidation Phase**

- Review the ideas for the purpose of clarification
- Discard the ideas that are too wild to be usable
- Discuss the remaining ideas with the goal of prioritizing them
- After the session, the leader or other designated person produces a record of all the remaining ideas with their priorities and relevant comments

# Interviewing

# Preparations

#### Making arrangements

- Schedule in advance
- Make the interviewees aware of the goals of the interview
- Give them any relevant materials
- Remind them a day or two in advance
- Secure permission for recording on audio or video type in advance

#### Preparing a list of questions

- Use the general ideas as guidance
- Organise the list of questions into a logical order and arrange it as groups of questions about related issues
- Decide how much time to devote to each issue
- You can not prepare all the questions in advance; use the information you get during the interview to create additional questions as you go

# Conducting the interview

#### Beginning the interview

- Introduce yourselves
- Review the goals
- Explain any technical notations that you might use

#### General guidelines

- Improve your understanding by summarising, rephrasing, showing implications
- Be an active listener
- Be courteous; keep the interviewee at ease
- Remain in control; bring the interview back on track

# Conducting the interview - General Tips

Keeping the process visible - Ask questions about the interview itself

"Are we doing all right?"

"Have we ignored anything?"

#### Protocol questions - address the context

"Why are we building this system?"

"What do you expect from it?"

"Who are other users of this system?"

#### Open-ended question - encourage unconstrained answers

"Tell me what to do."

"What aspects of your job are tedious?"

#### Close ended questions

# Conducting the interview - General Tips

- Do not anticipate the answers
- Ask questions that approach the issue from different directions, or at different level of abstraction
- Ask the questions to raise the level when the interview begins to get too detailed or too focused

#### Avoid switching context too often

#### Interview ends when

- All questions have been asked and answered
- The allotted time has been exhausted
- You sense that the interviewee is becoming too fatigued or "drained" to continue

# Follow up activities

- Send the interviewee a written expression of thanks
- Produce a written summary of the interview
- Give the interviewee the copy of the summary and request confirmation that the summary reflects the information exchanged
- Review the procedures used to prepare for and conduct the interview; find a way to improve the process in the future