

DMS 104 Status

- Write things down!
- Flipped course ...still, overviews and suggestions == important!
- Was in-class – now videos
- Videos == attendance!

More Advice about Modeling...

- Useable charts, graphs, diagrams, tables, and lists
- Process diagrams → interaction
- Affinity diagrams → interface design (more interaction)
- Taxonomies → look & feel (visual and industrial)

Models → Requirements and Context Scenarios

Chapter 12

Goal of Chapter 12

- Read: chapter 12 – **Defining Requirements**
- How the world exists TODAY → How to fill the unmet needs and concerns ("requirements")
- Requirements NOT Design

Examples:

Cheerful	Yellow
Easily Seen	Bright
Easily Read	Large Fonts

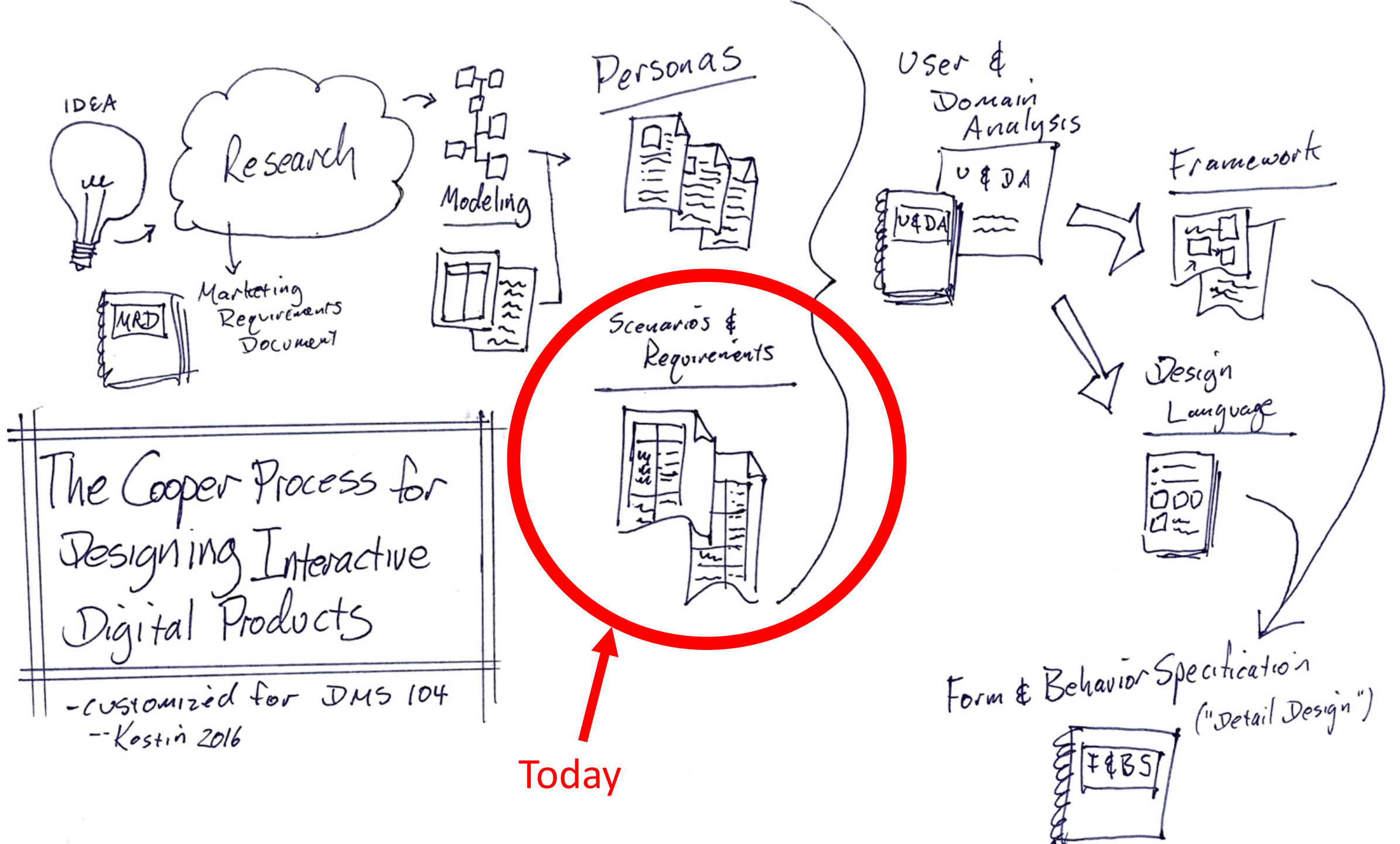
Correct

Wrong

The user turns on the device	The user presses a button
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Correct

Wrong



Section: Requirements

Chapter 12: Defining Requirements

Chapter 13: Putting It All Together

Chapter 12: Defining Requirements

Context Scenarios

- NOT...
 - Use Cases
 - UML (Unified Modeling Language)
 - User stories (the Agile method)
- The Future state of the user
- Goal-Directed scenarios
- The Scenario Development Process
 1. Identify the Scenarios
 2. Develop the Story
 3. Prepare to Tell the Story

Requirements

- NOT...
 - How it gets done
 - Features
 - Specifications

They are:

- Data needs
- Functional needs
- Product Qualities
- Constraints
- Experience Attributes

...in effect, these are the goals from your *personas*

Workshop

(Defined in Chapter 12)

Context Scenarios → Requirements

Step 1: Create a context scenario list

Step 2: Write each story

Step 3: Extract requirements from scenarios

Step 4: Add other requirements: personas; business/stakeholder

Experience Attributes

Step 1: List desirable qualities from all research

Step 2/3: Group related qualities; combine

Step 4/5: Optimize/reword terms (pick taxonomy)

Step 6/7: Expand/describe terms; use communication tools