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:

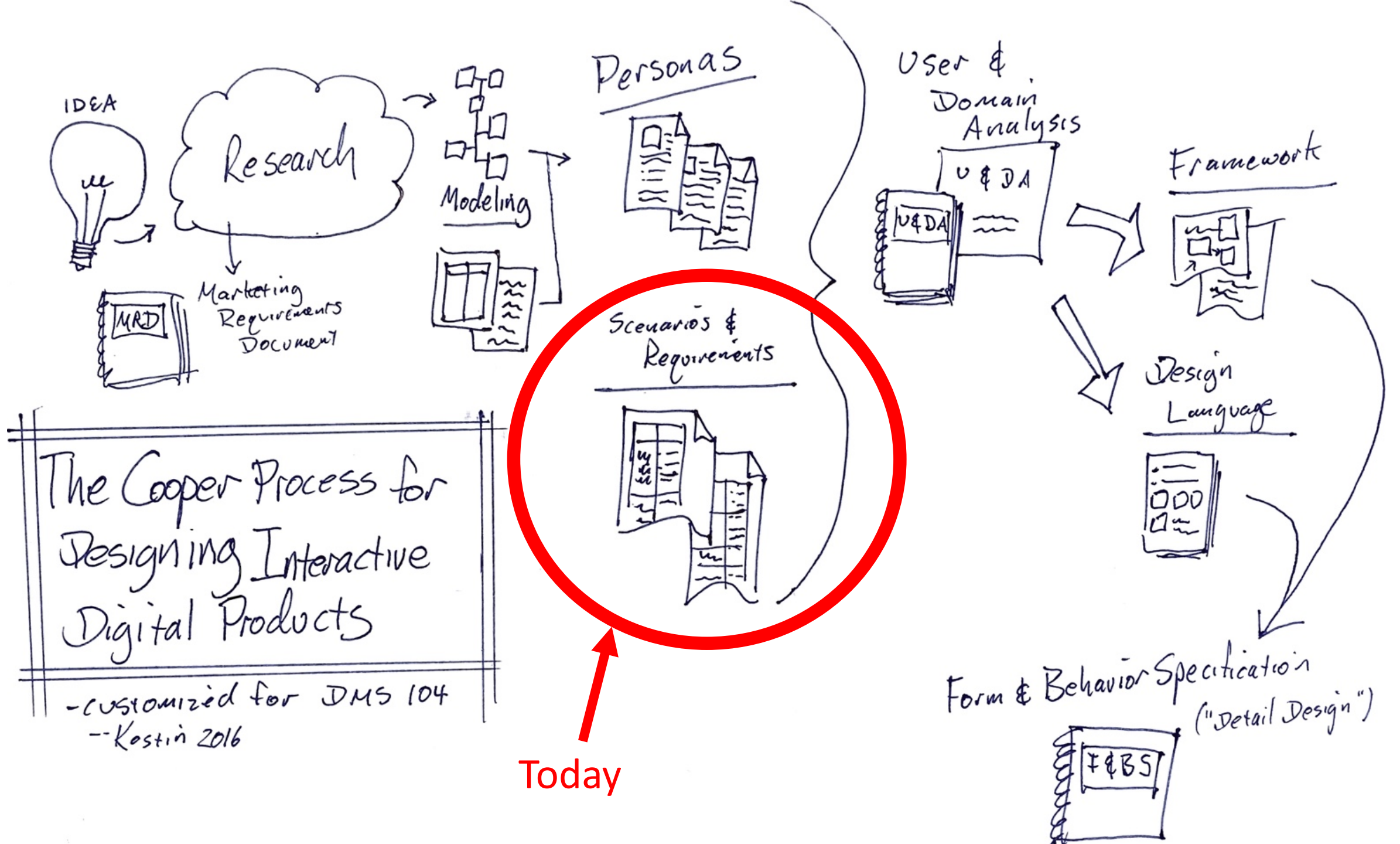| Cheerful	Yellow
Easily Seen	Bright
Easily Read	Large Fonts

Correct   Wrong

The user turns on the device	The user presses a button

Correct   Wrong

The Cooper Process for Designing Interactive Digital Products

—customized for DMS 104
—Kostin 2016

IDEA

Research

Marketing Requirements Document

MRD

Modeling

Personas

Scenarios & Requirements

Today

User & Domain Analysis

U&DA

Framework

Design Language

Form & Behavior Specification ("Detail Design")

F&BS

Section: Requirements

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