The Pain Poins of Modeling

I could not choose the modeling tool I wanted because of, e.g., cost, expertise, culture, or bureaucracy.

My stakeholders resisted adopting modeling, a modeling language, or a tool because, e.g., they did not think it was worth it or I could not show its value.

It was costly* to define the modeldriven approach because, *e.g.*, *my company did not have a modeling culture or I was not knowledgeable enough.* I could not properly define the model requirements because, e.g., my stakeholders did not know exactly what they needed or the domain was unfamiliar to

*Costly = Time, money, cognitive effort.

It was costly to negotiate a common definition among the experts about a concept of the project's domain of interest.

It was costly to define the model requirements because, e.g., there were too many stakeholders.

I was the only one on the team with experience in modeling. So I did everything myself. I wish I had had someone to discuss the challenges.

I wanted to reuse an existing model, but I had to redraw it from scratch.

I could not make one of my diagrams look good.

Writing definitions for the elements in my model was hard and boring.

It was costly to manually split the model into visually appealing and understandable views (diagrams).

My colleagues did not consider it important to document the model and did not understand my efforts to do so.

I was not sure how to document my model.

The tool I chose did not support model verification. My model was large and complex and verifying it by myself was not trivial.

I had difficulty explaining my model to my stakeholders/ domain experts.

I was the only one on the team interested in using and reusing the model.

I felt like I was repeating myself when manually creating my database schema (or OWL vocabulary).

It was costly to generate verbalizations of my model suitable for the different audiences that should be able to read and use it.

The model has become too complex and too costly to maintain because, e.g., the tool did not support documentation or there were too many elements.



