

Exam Analysis



Overall	
84.85%	Average
87.00%	Median
8.63%	STDEV

High

#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
88.26%	88.21%	57.95%	95.51%	80.77%	91.03%	90.77%	90.77%	79.27%	70.67%
88.00%	100.00%	60.00%	100.00%	100.00%	100.00%	100.00%	100.00%	91.67%	87.50%
7.90%	20.88%	20.92%	13.90%	30.19%	18.57%	15.11%	14.40%	30.28%	33.84%
4.50	4.14	3.67	4.25	4.25	4.21	4.39	4.21	4.18	3.21
4.50	4.00	4.00	4.00	4.00	4.00	4.00	4.00	4.00	3.00



Starting the Solution

Lecture Objectives:

- 1) Explain what types of projects would benefit from different trawling techniques

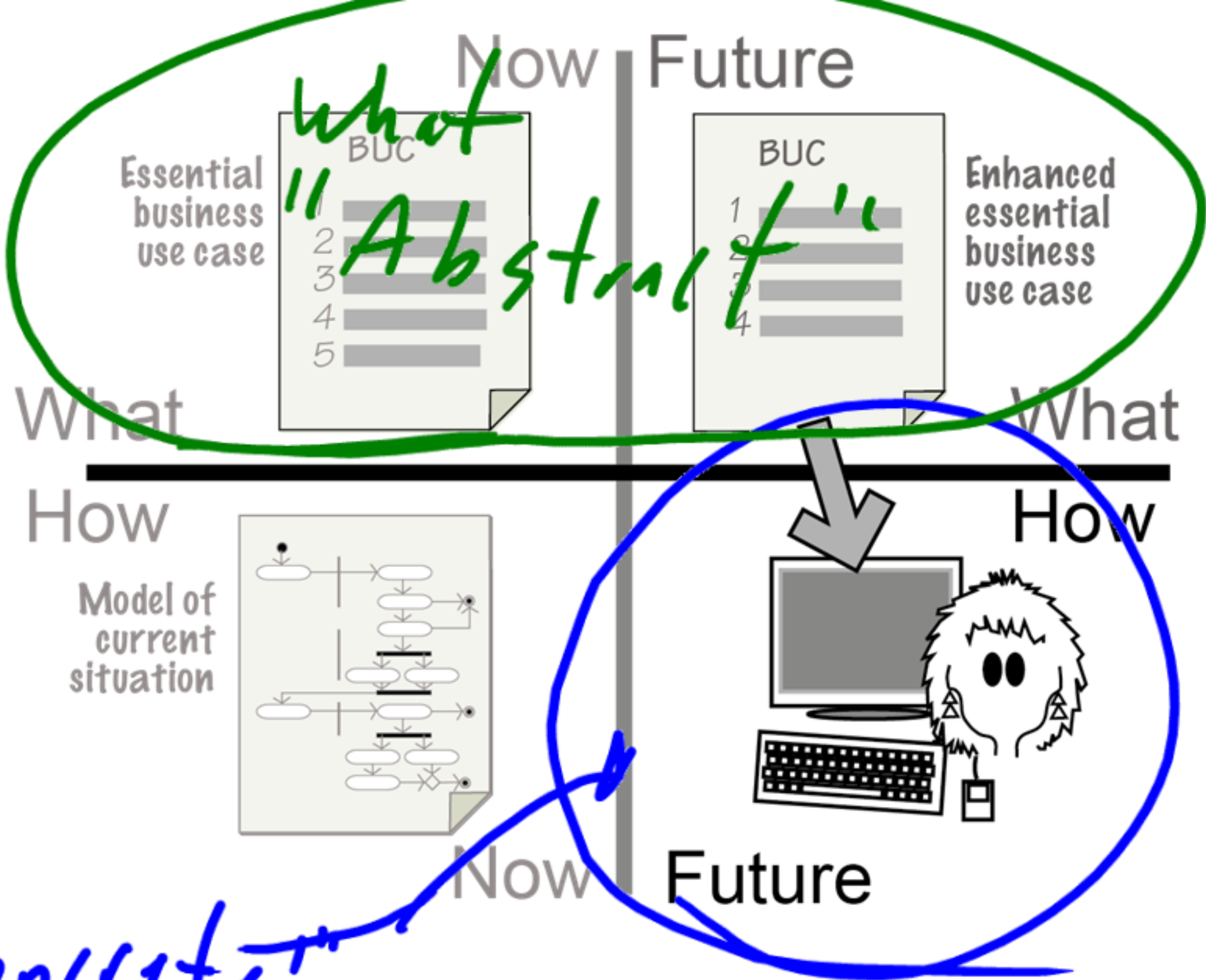
Exam

Trawling Techniques

Reviewed

Trawling Technique	Types of Projects
Business Use Case Workshop	Particularly useful when making fundamental changes to the work or adding significant new functionality.
Apprenticing	Useful if significant parts of the current project are to be reimplemented
Interviewing	Useful technique for all projects.
Reusable Requirements	Useful if the organization has done a similar project before.
Quick and Dirty Process Modeling	Useful if most of the legacy system is to be replaced. Useful if stakeholders are geographically dispersed
Prototypes and sketches	Useful if the product has not existed before. The stakeholders are having trouble articulating the requirements. The feasibility of a requirement is in doubt The analyst is having trouble understanding the requirement.
Mind Mapping	Used for almost all projects to summarize data and organize it.
Videos and Photographs	Useful for geographically disbursed teams
Wikis and discussion forums	Useful for larger projects
Document Archeology	Best used when there is an existing system and documentation exists for that system.

How Future



"Concrete"

→ Business Analysis /

⇒ Discovering the
problem

↳ Future

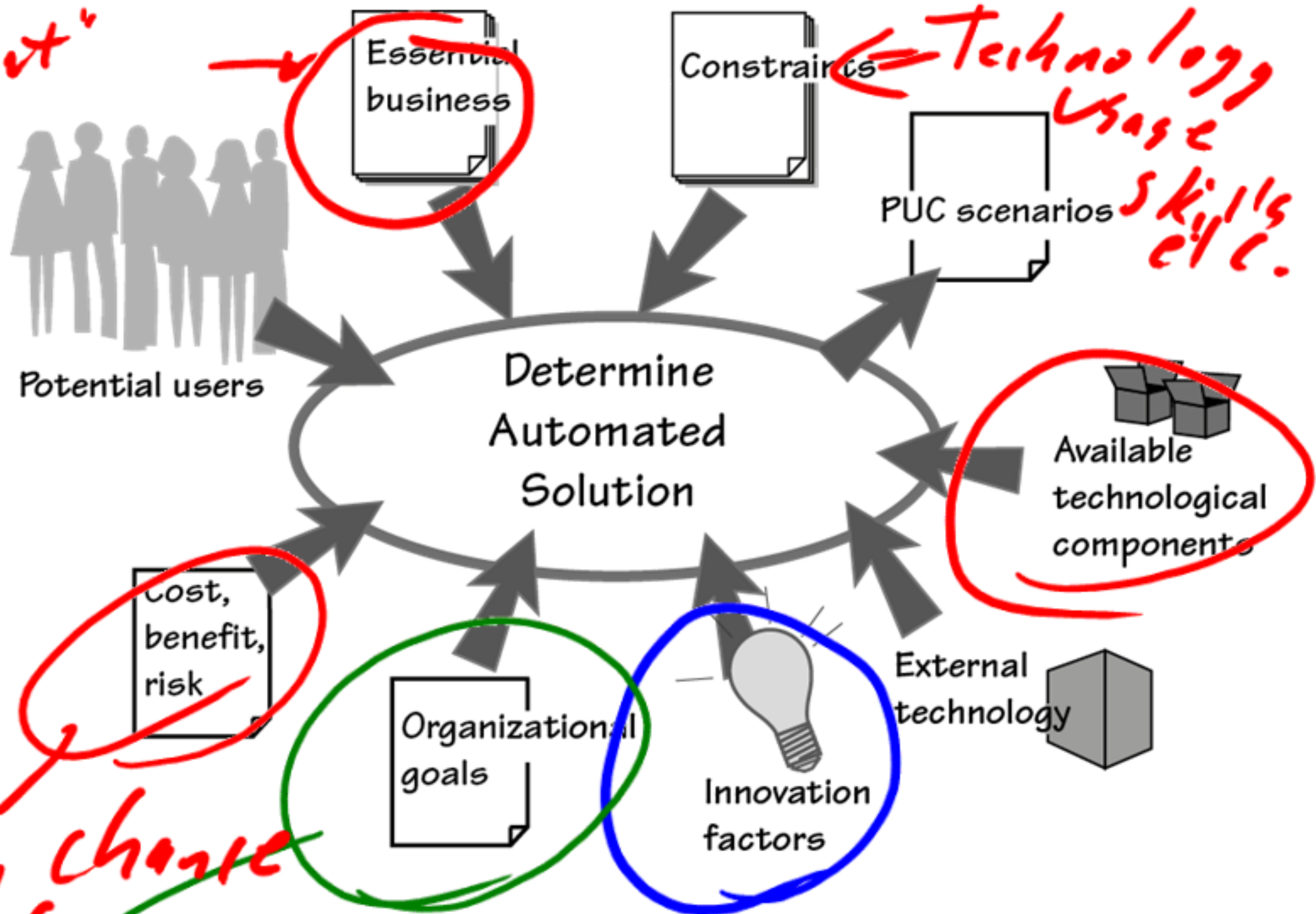
⇒ what to build.

What are we doing

- Moving from the abstract world back to the physical
- Determining what part of the problem will be automated with software
↳ Big automation.
- This is the arrival point after doing the what aspect of the project
 - Projects that fail fail by starting here.

Inputs to determine what to

"what"



build

AI, change of business

where is customer going?

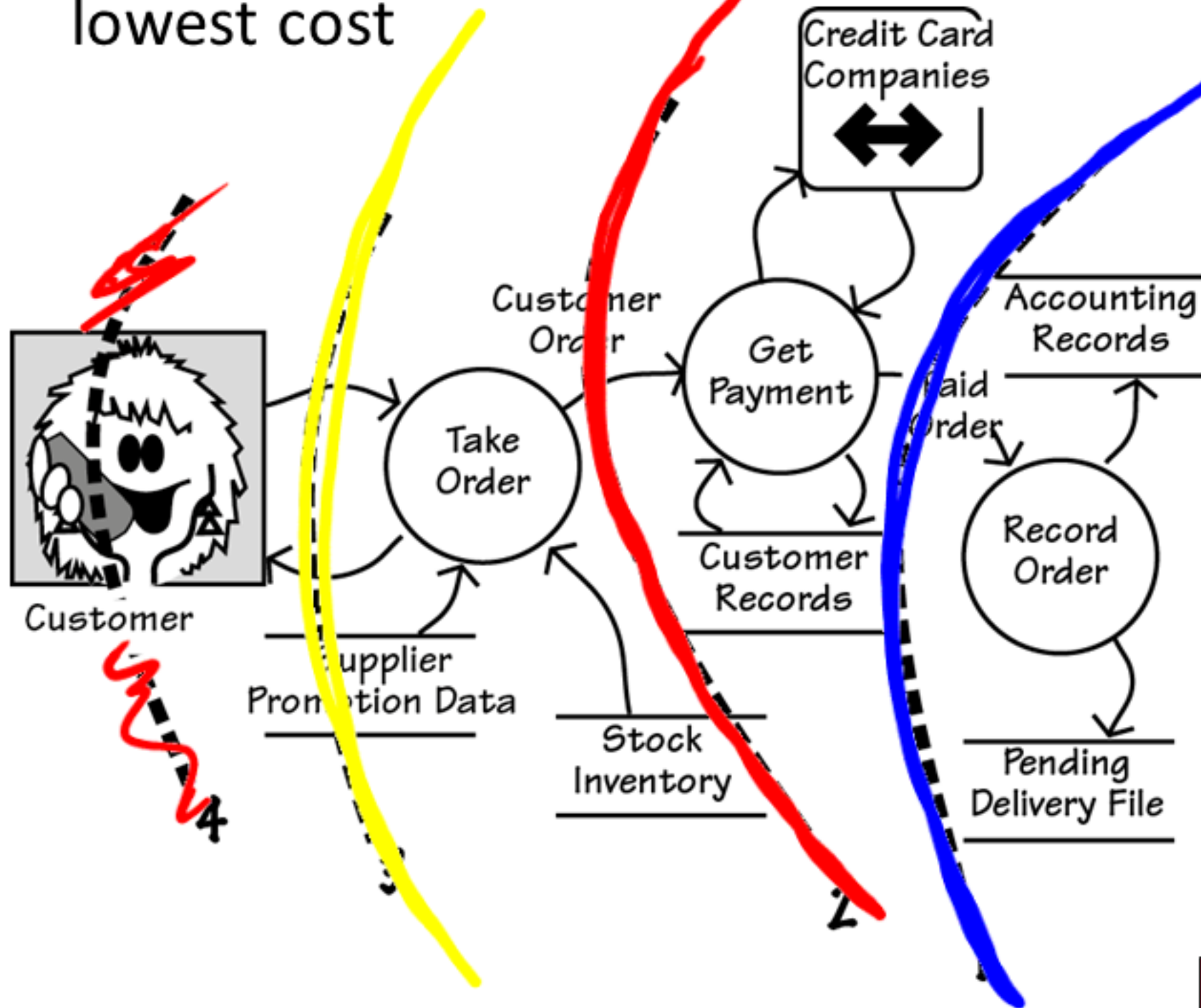


Iterative Development

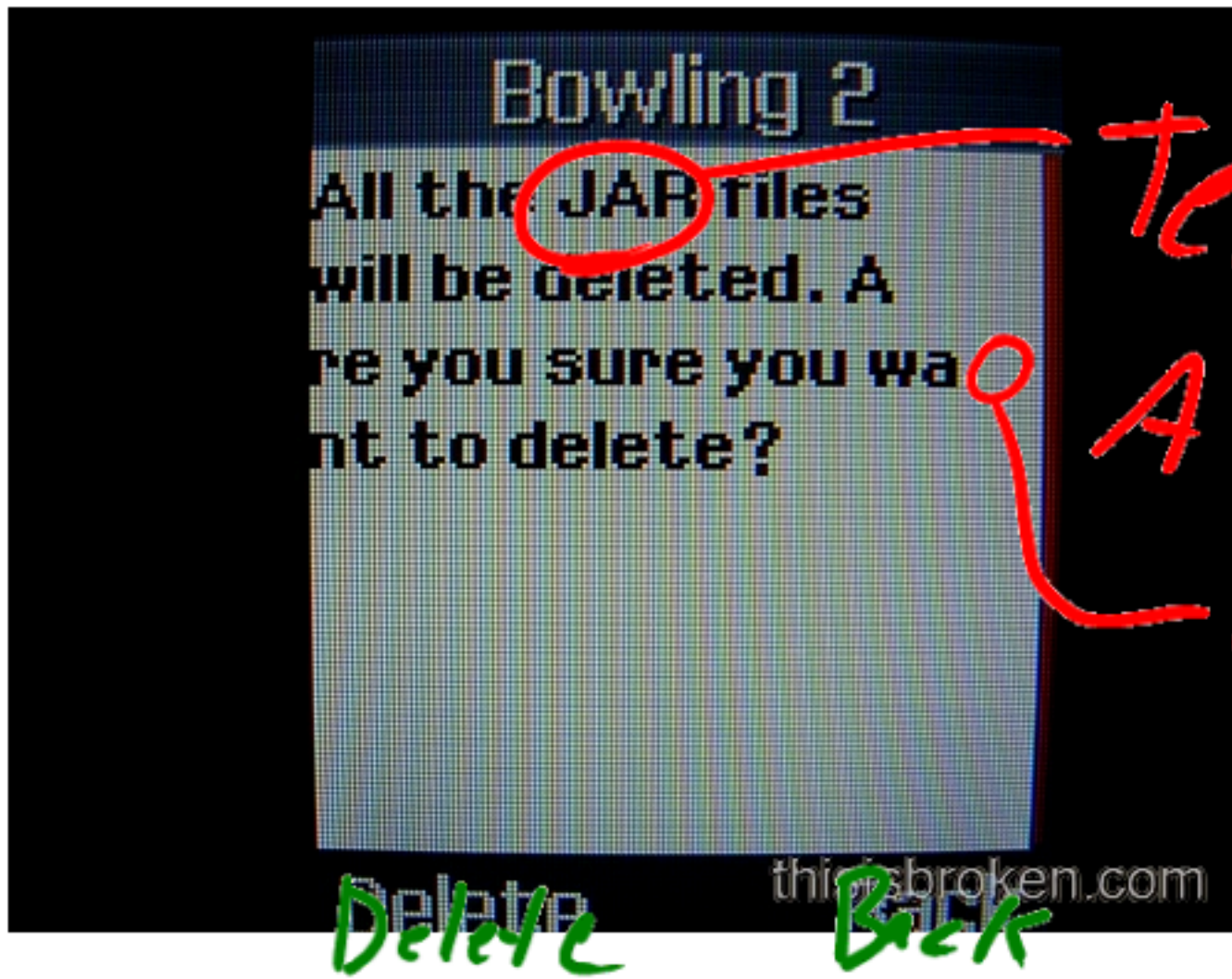
- Problems *Problems*
 - Time consuming if initial releases are not close to what is actually needed
 - Problematic if the problem is poorly understood by the developers

Determining the Extent of the product

- How much product should we build?
 - Goal: Provide the optimal solution at the lowest cost



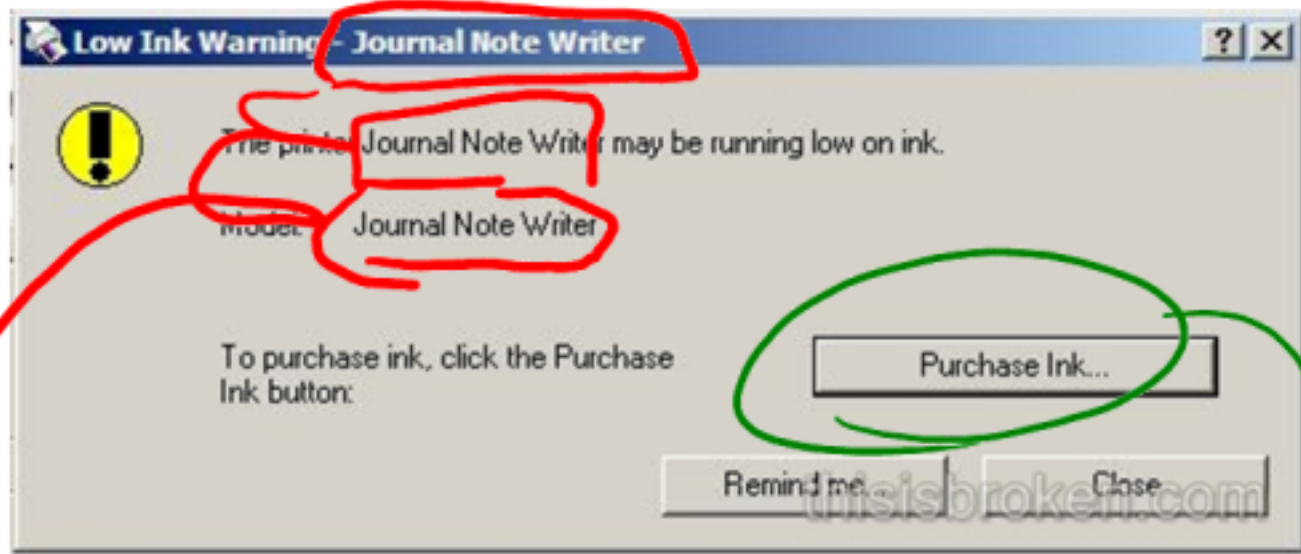
Designing the User Experience



Technical
Arrangement
Line
Wrap

Samsung call phone.

Designing the User Experience



Repetitive.

How?
Standard.

Journal Note Write is a pdf printer. -

SE387 Software Requirements Specification



out of disc space.

Designing the user experience

- Pleasing and exciting, as well as relevant to the culture and aspirations of the user



Little Caesars®



Family

"Pizza Pizza"
Simple

Designing the user experience



← IOS



Android

Innovation

- Convenience
 - We are willing to pay for it ✓
- Connections ↖
 - What can my product do better to connect my customers? *Facebook integration!*
- ↖ Information
 - Can we deliver useful information in a timely fashion? ⇒ *Get data, people.*
- Feeling
 - Systems are accepted or rejected based on how the user feels about them

Hand

- Which is the better announcement?

“Would all passengers on flight 344 please come to the desk?”

Panic

What flight am I on?

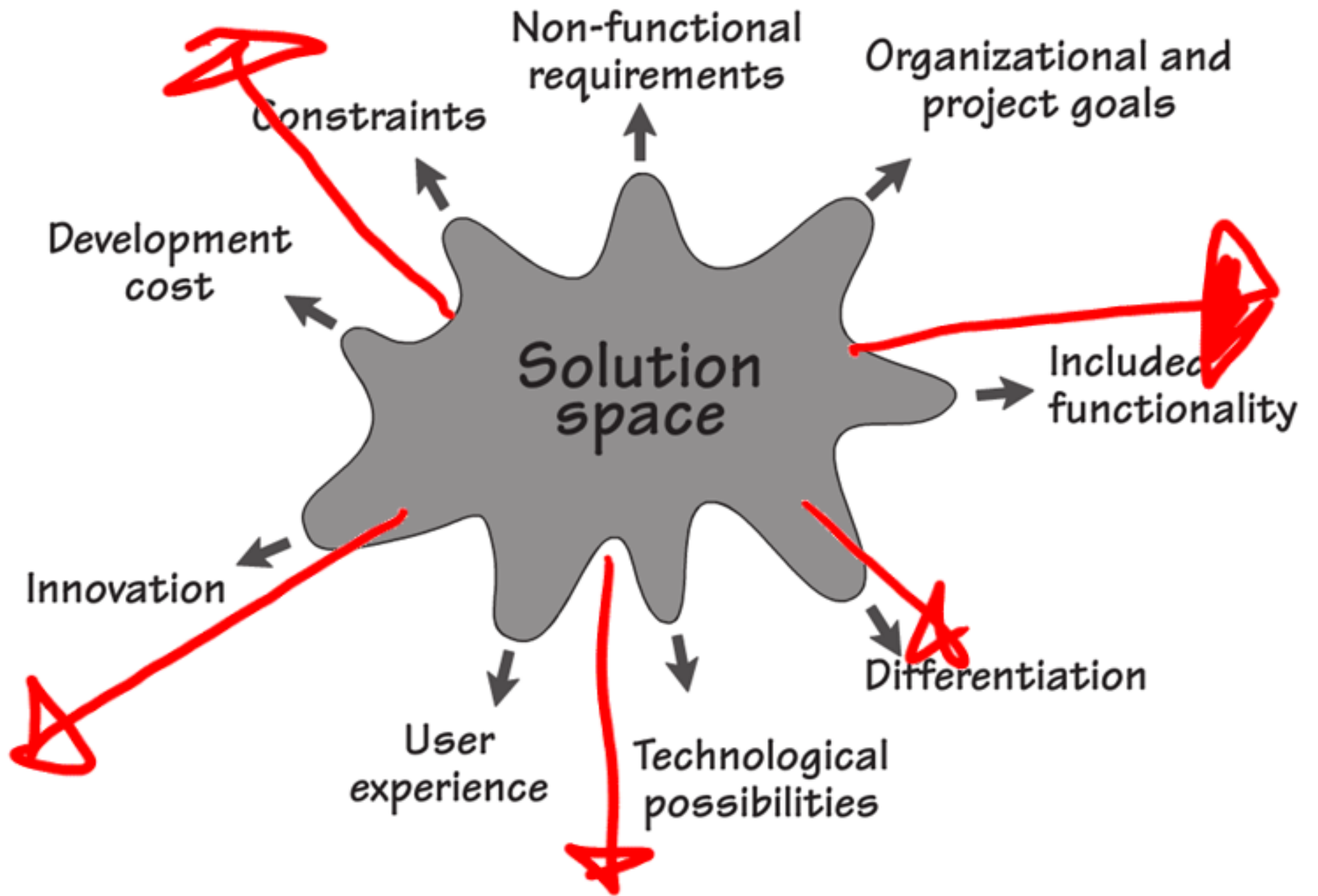
Innovation

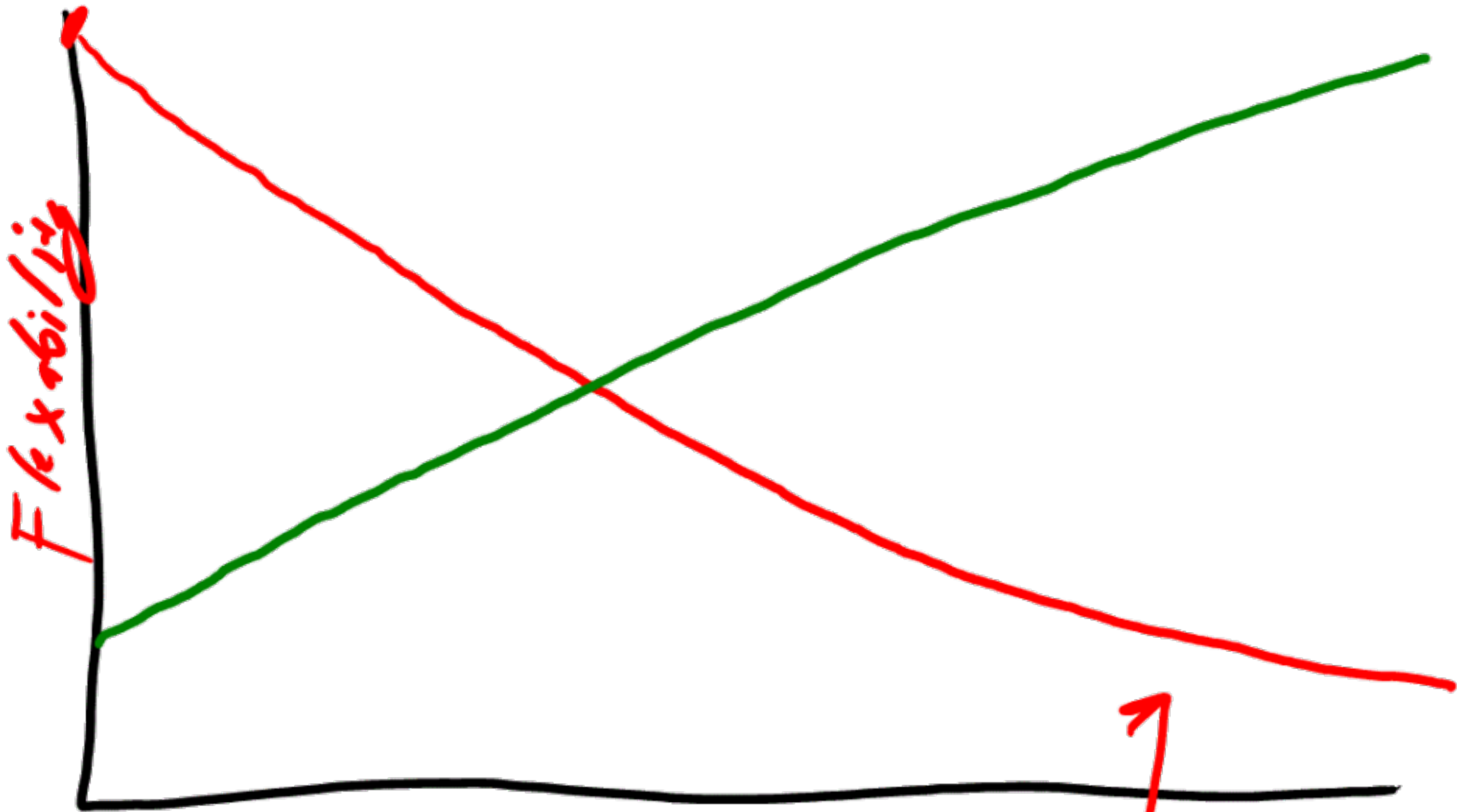
“For the attention of passengers on the 3 p.m. flight to Los Angeles. We have had to change the aircraft, which means that your seat assignment *might* have to change. Would all passengers please collect a new boarding pass at the desk before they board the flight? No need to rush—everyone has a comparable seat to the one they had on the previous aircraft.”

Better

Long → May miss something

The solution Space





of
decisions
made

time

Decreases
w/ time