



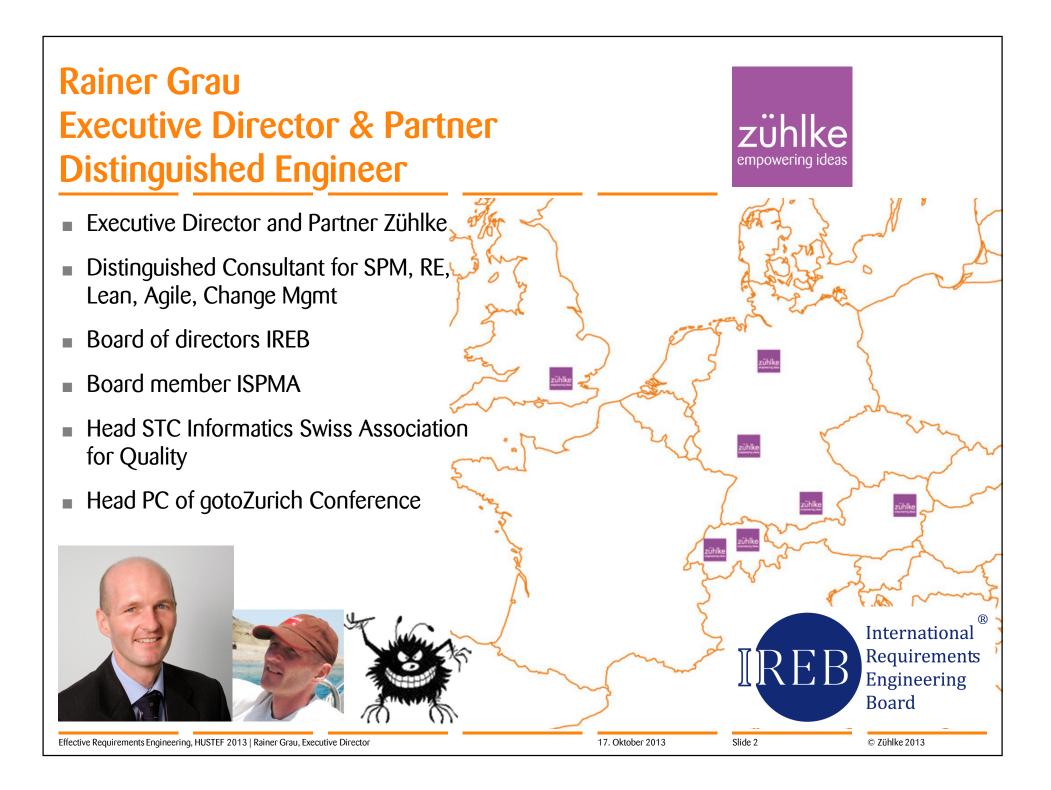
# Effective Requirements Engineering

#### an evergreen; key to success; a discipline; a tool...





Rainer Grau, Executive Director





# The old school of requirements engineering

Die Hard  $(I - IV)^*$ 

A set of nice movies with Bruce Willis - you do not want to try that...

International

IREB Requirements Engineering

Board



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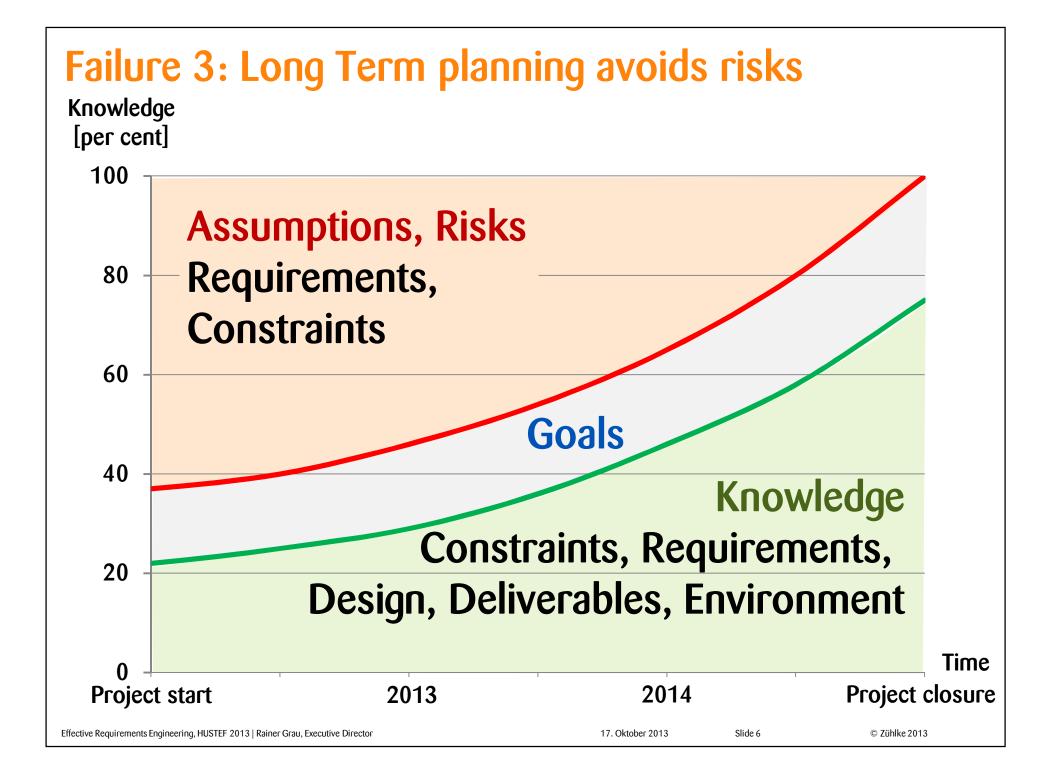
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# Failure 1: Detailed Upfront work is value



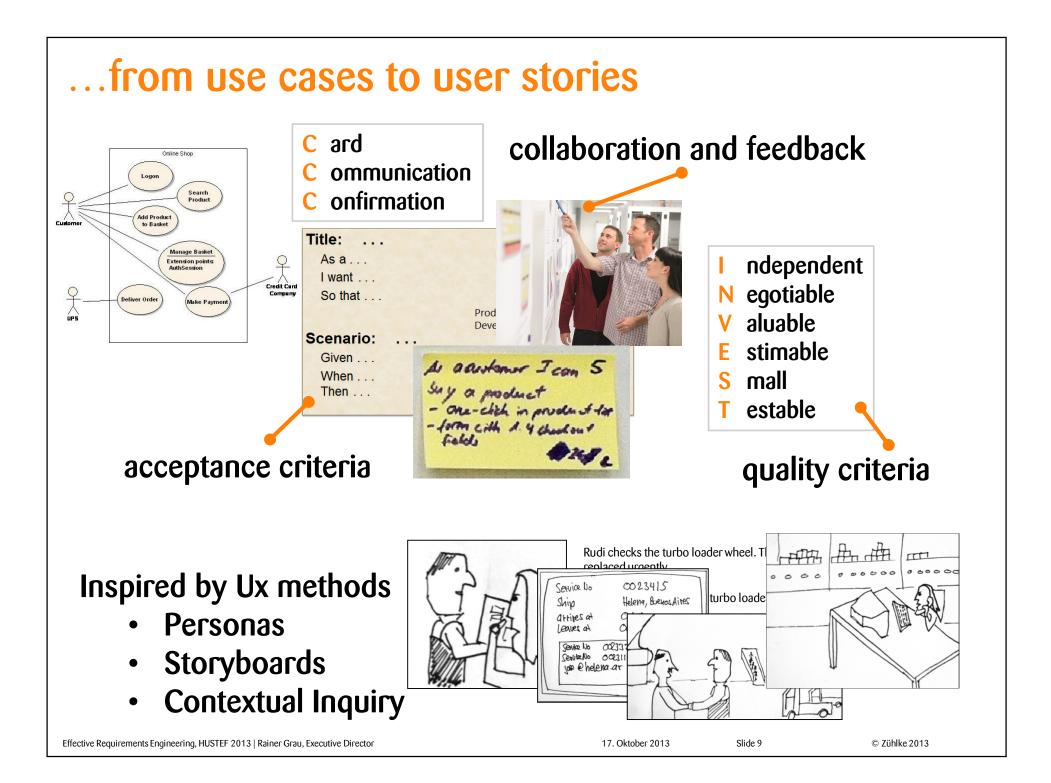
## Failure 2: Validation without real user feedback







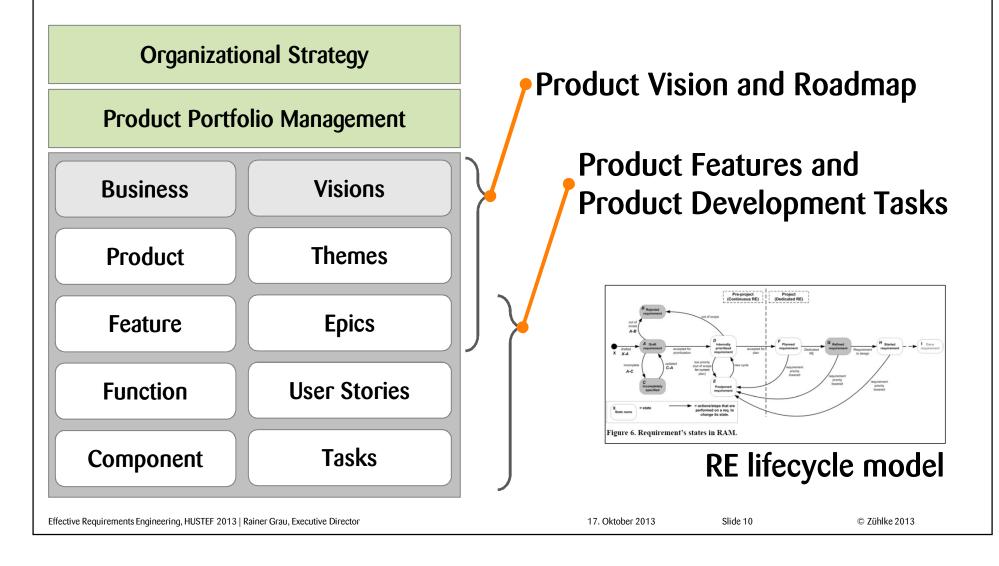


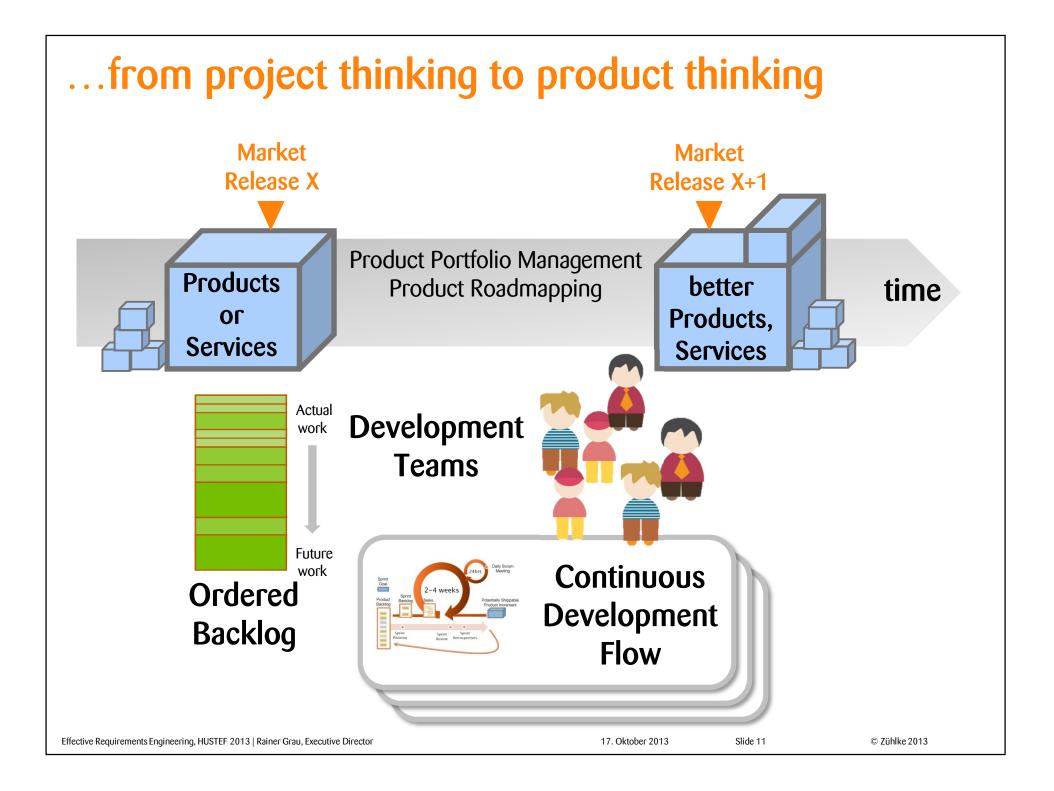


# ... from RE classification to RE abstraction

The requirements Abstraction Model RAM, University Blekinge

See: http://fileadmin.cs.lth.se/cs/Education/Examensarbete/Rapporter/2008/Vetart\_2008-27.pdf







# Agility – under the view of RE benefits and failures

Odysse 2010: A movie about brute force intelligence...

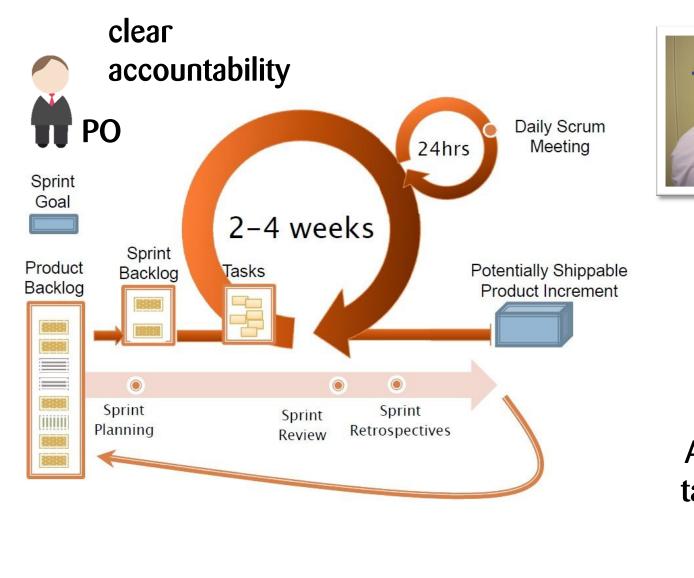


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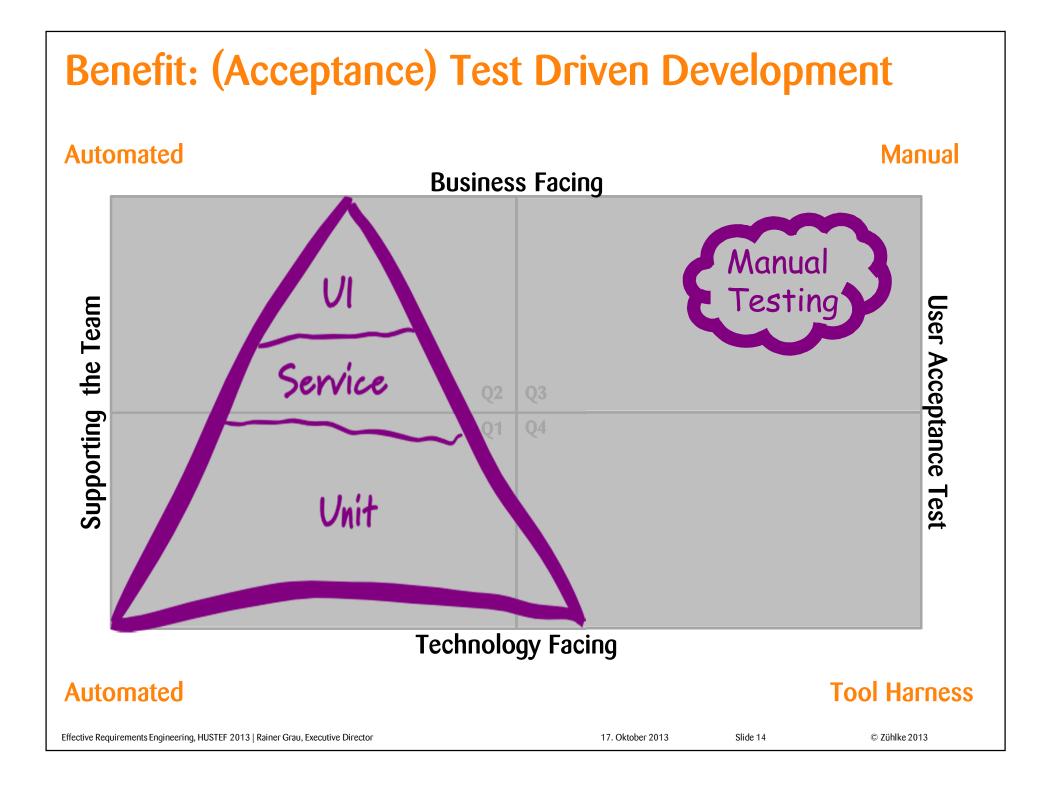
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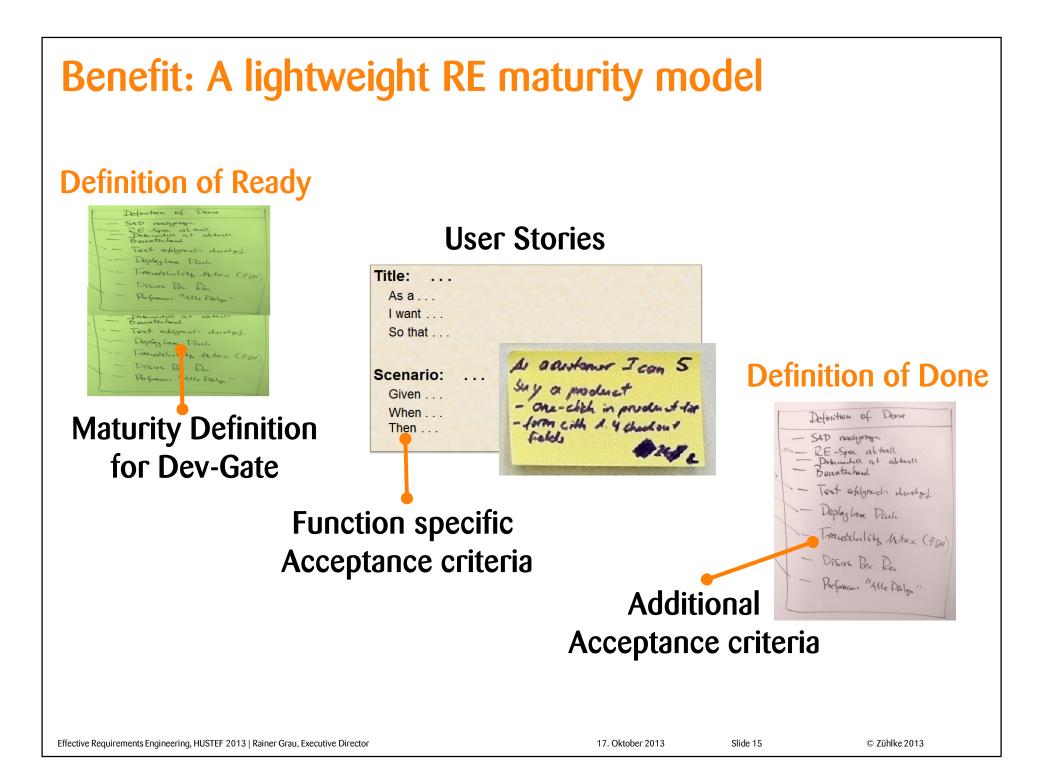
### Benefit: Feedback, Ceremonies, Cadences

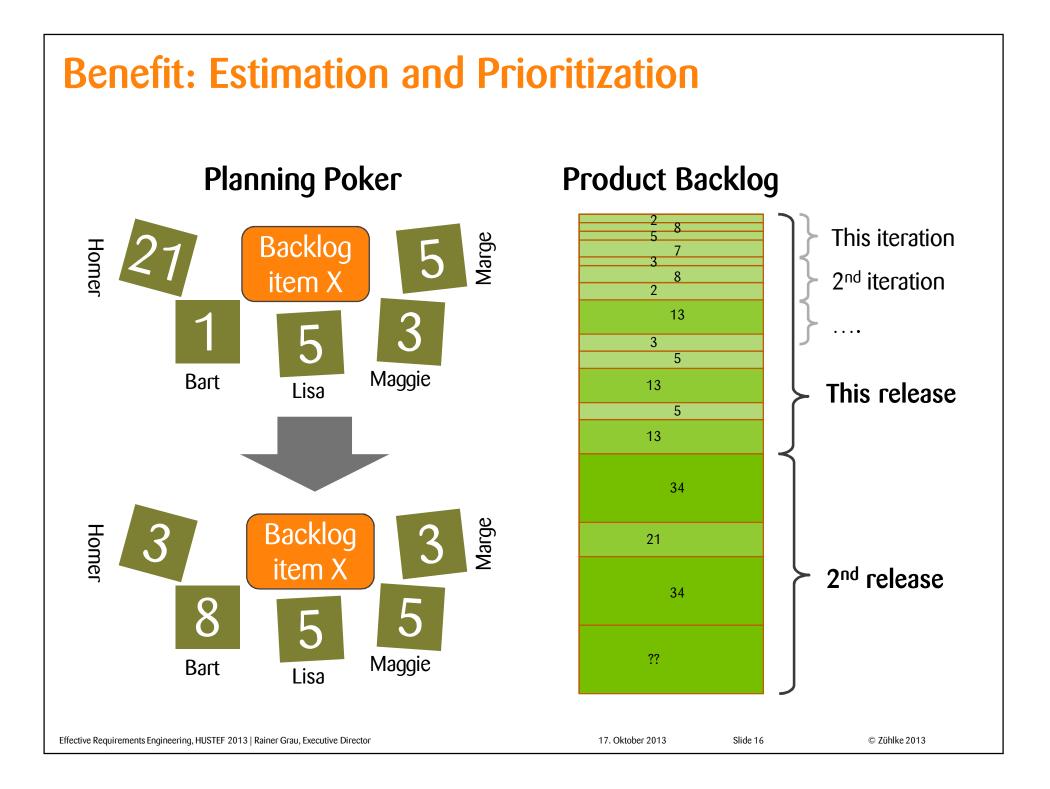








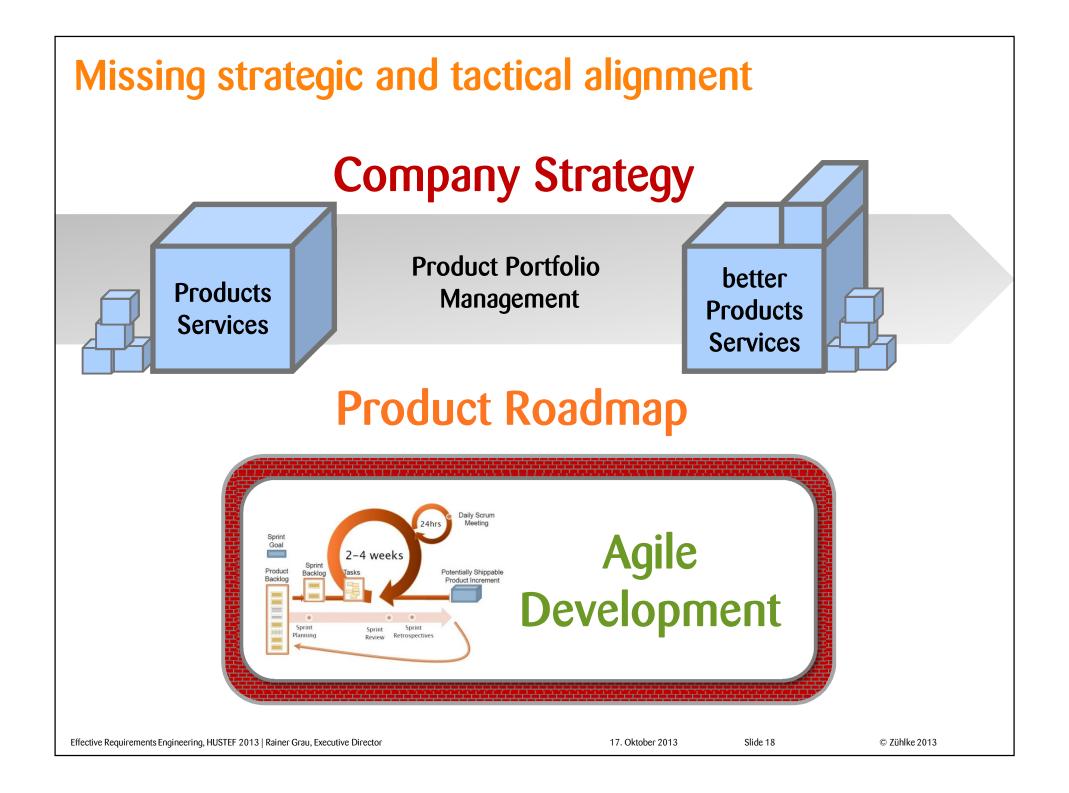




# ...but agility lost ground in Requirements engineering !

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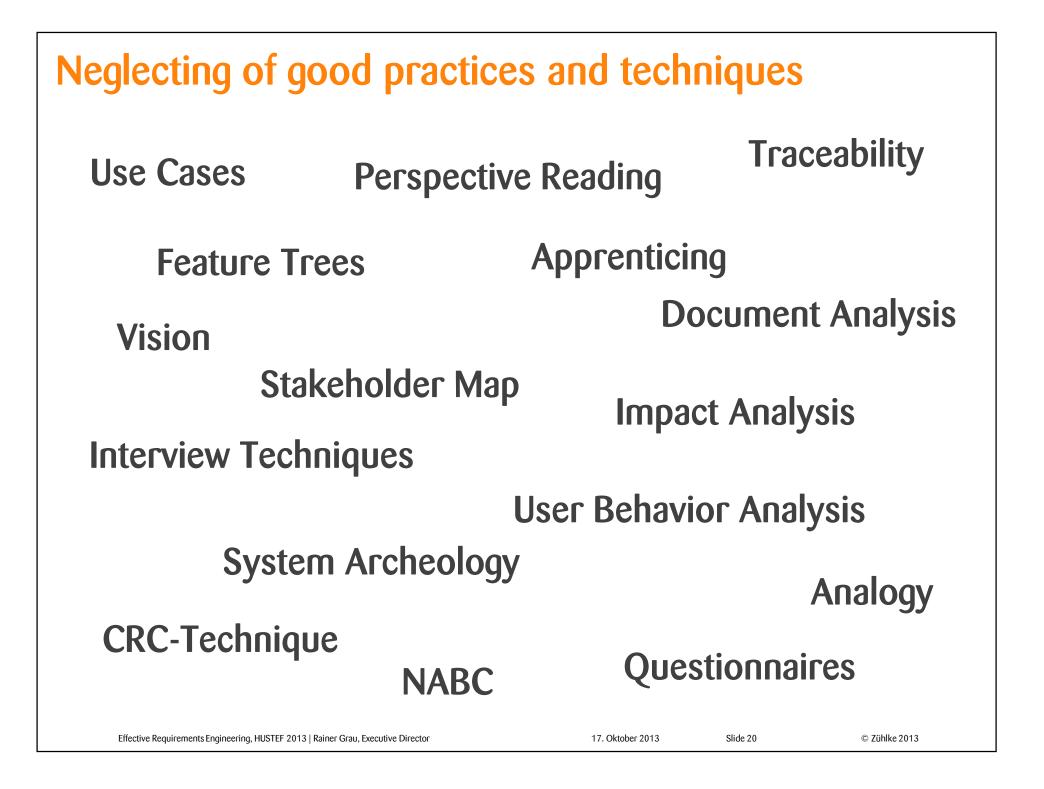
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Slide 19





# Effective Requirements Engineering

#### Intouchable

A Movie about extreme viewpoints that emerge into a better world





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# Principles of Effective Requirements Engineering

#### Product thinking based on ceremonies and continuous RE-flow

- Transparent product roadmap and release planning
- Improved demand / capacity balance
- Ceremonies substantial improve efficiency

#### Product management based on backlogs and feedback

- Customer oriented
- Creates and preserves tacit team knowledge
- Alignment of strategy, requests management and development
- Clear Prioritization, clear RE maturity model

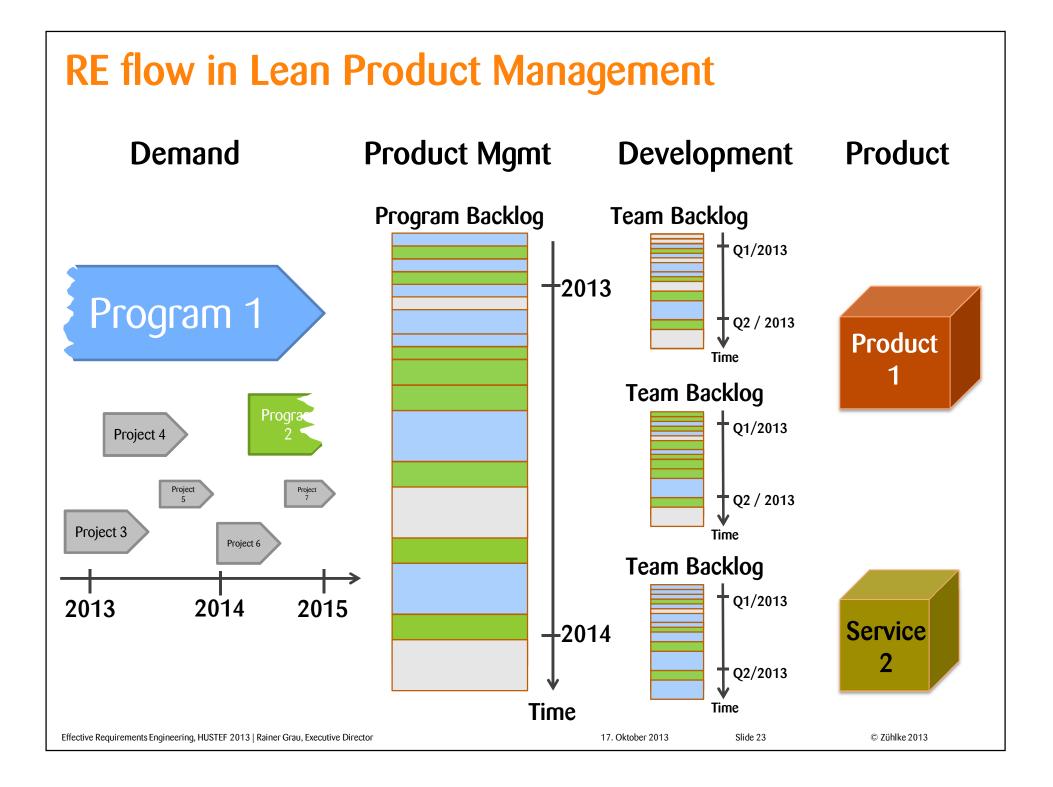
# Product repository as organizational memory including the product specification

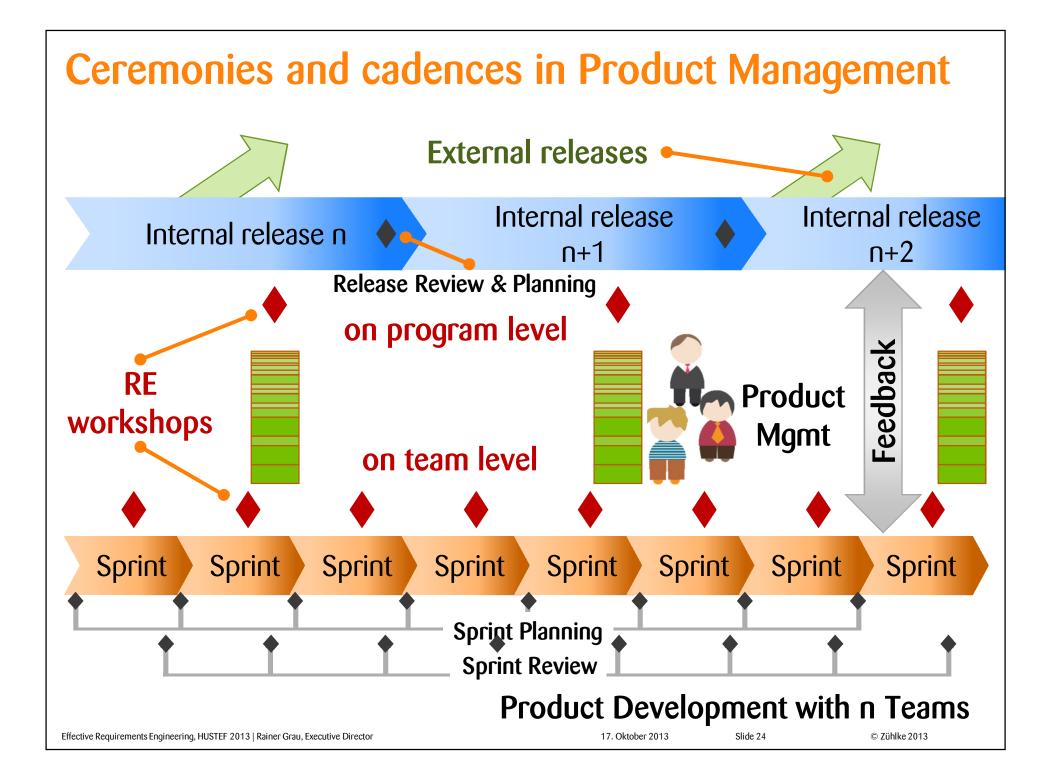
- Product RE-spec as tactical instrument
- Avoid overwhelming upfront RE investment
- Create specification on demand

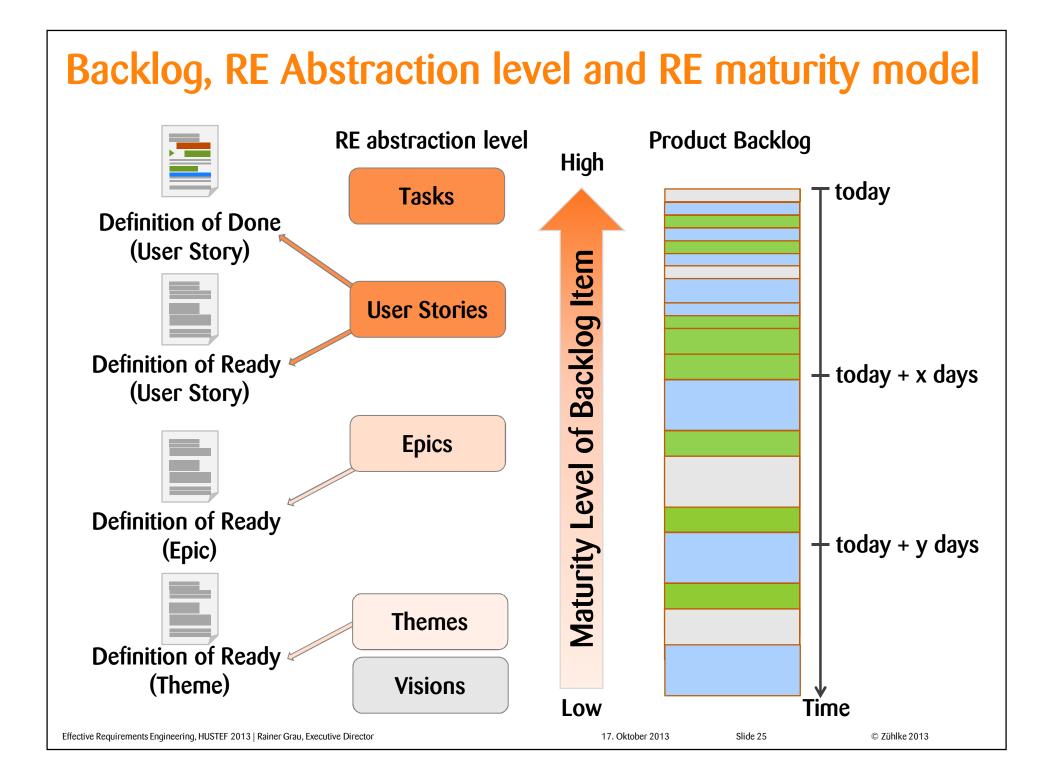


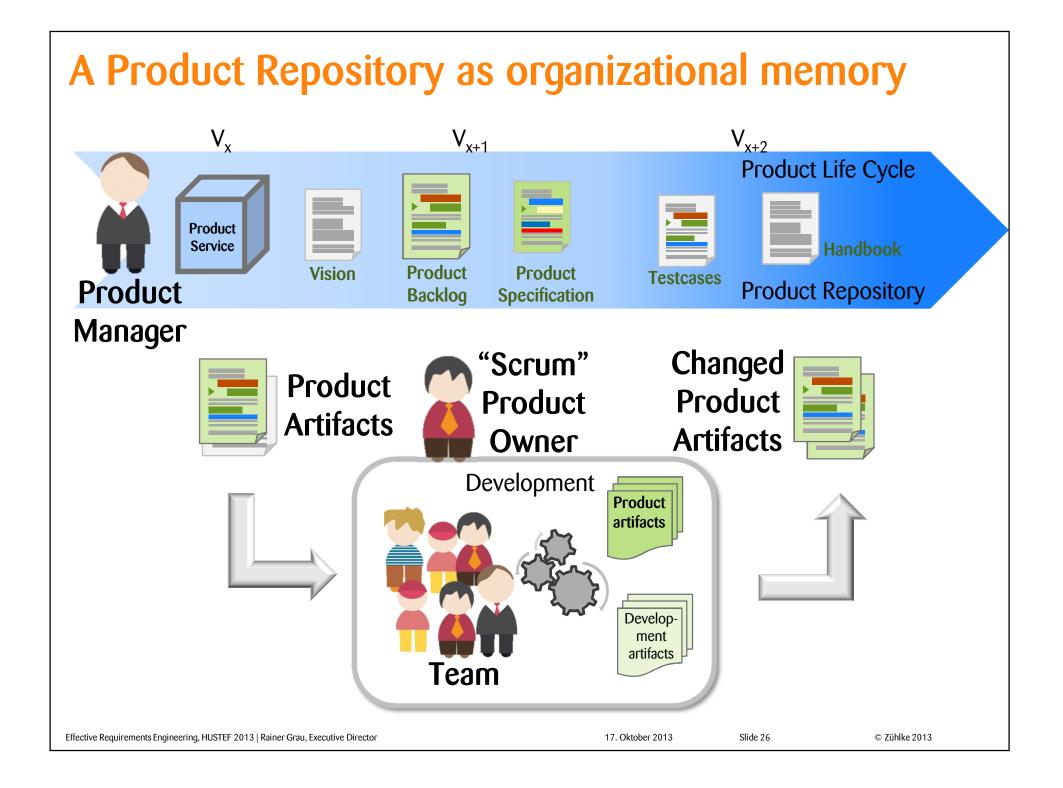
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# **Effective RE** is a smart merger of old school with improvements coming from the agile community

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## Questions & Answers

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