

Product Ecology for the Elicitation of Requirements







About me

What, a tester?

Testing is an empirical, technical investigation conducted to provide stakeholders with information about the quality of the product under test.

- Cem Kaner

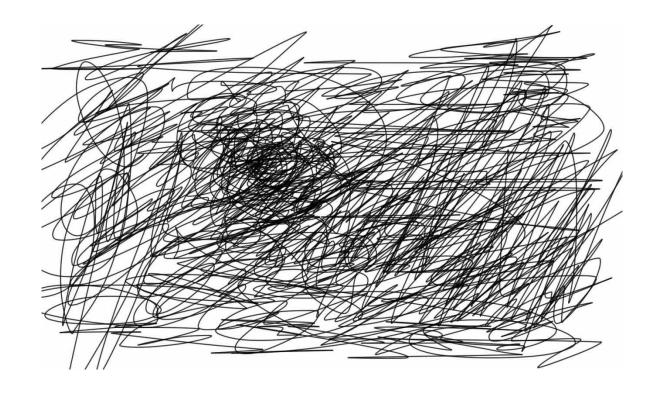
Myth

Testing depends on <u>documented</u> requirements.

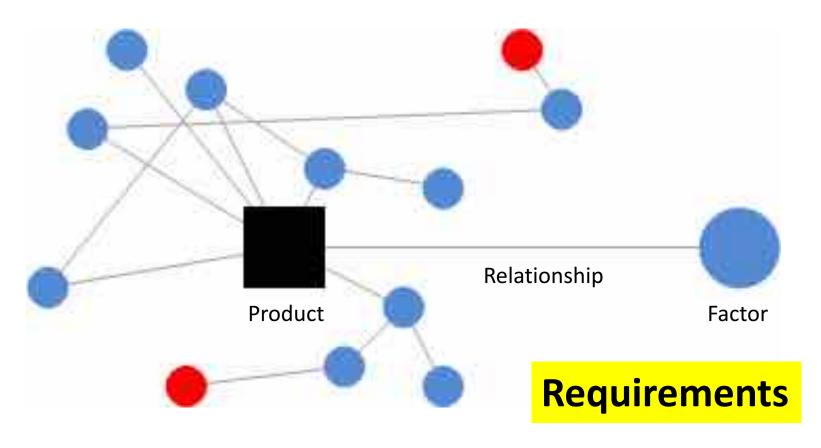
There is value in a high quality requirements document but it is often not available or maintained.

Problem

The context of the product is unclear.



A complex system



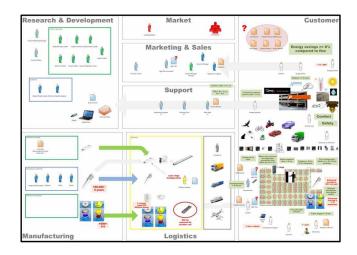
What factors influence the product and how?
What factors are influenced by the product and how?
Understanding one side of the interaction tells you little about the quality of the interaction.

Product Ecology method

Making the complex clear by

1. making the invisible visible creating a diagram

2. applying heuristics to discover structures



A pacemaker for the brain

- A Deep Brain Stimulation system that features an advanced DBS lead with 40 individual stimulation points
- This advanced system is designed to allow more precise stimulation of the intended target in the brain and may potentially result in reduced procedure time and fewer stimulation-induced side effects

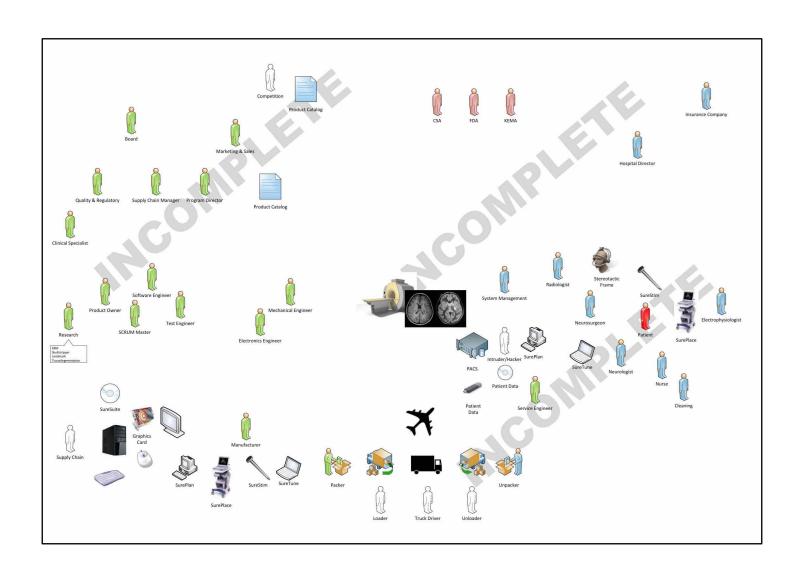




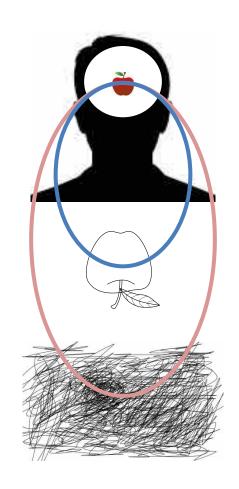




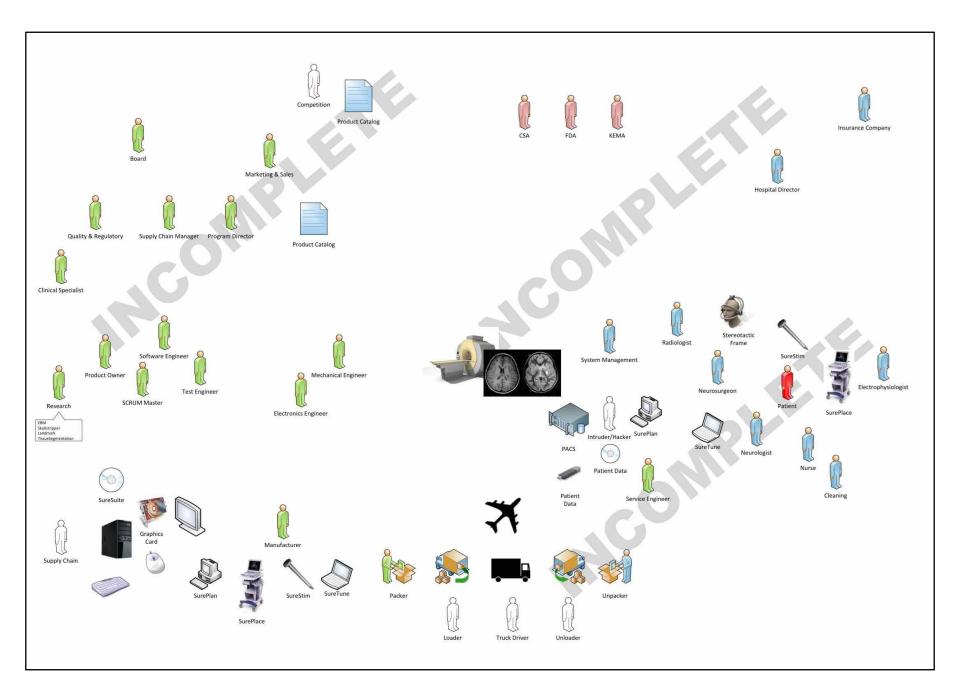
Who are the stakeholders?



Making the invisible visible



Clarifies the relationships existing between the parts of the whole.



A lighting system for car parks

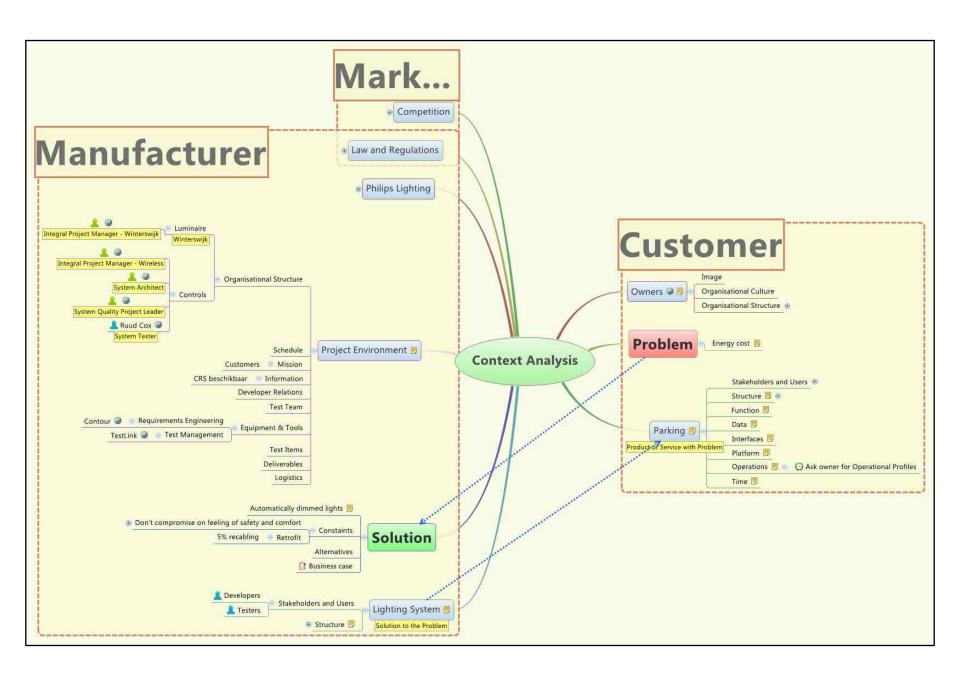
- Design a lighting system for car parks that consumes less energy than current systems
- Don't compromise on comfort feelings and safety
- ROI <= 2 years











What is a heuristic?

A <u>fallible</u> method of solving a problem.

Simple rules and shortcuts, comprehensive procedures, or even sophisticated software tools.

Fallibility implies that <u>wisdom and</u> responsibility are critical.

Heuristics

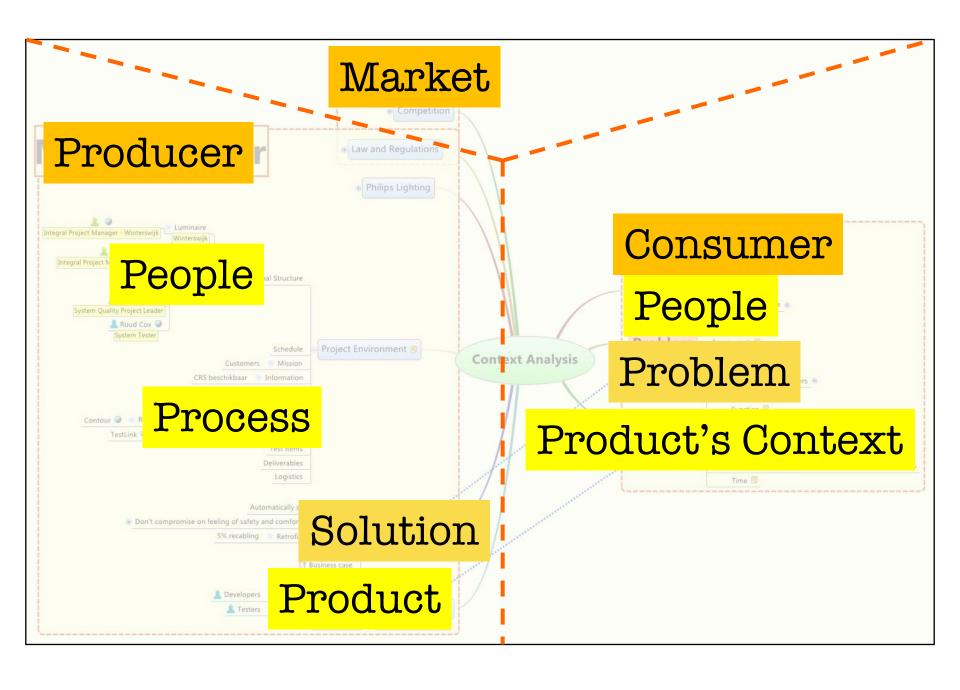
Producer, Market, Consumer

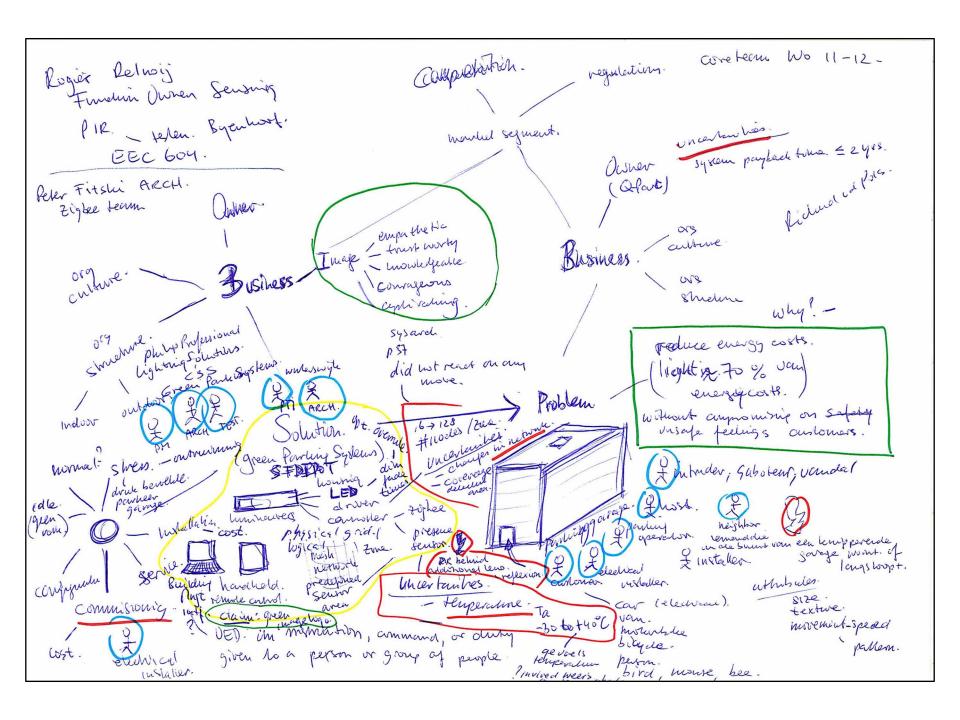
Problem, Solution

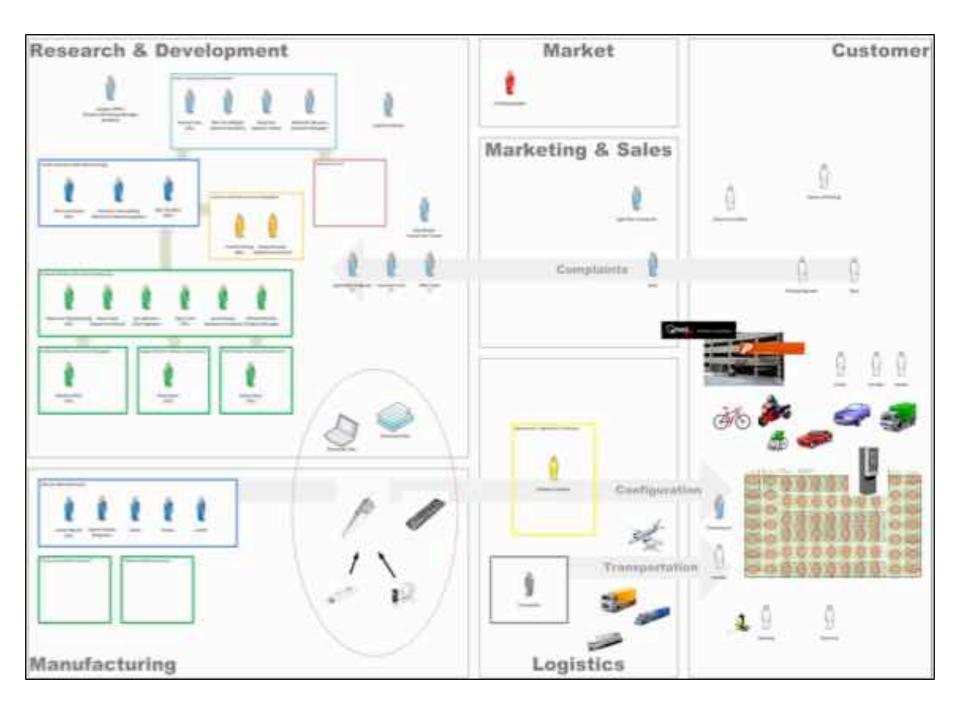
What is the problem that we are trying to solve? What is our solution to the problem? What other solutions were proposed or evaluated?

Product, People, Process

What are the elements of the product? How are the people organized? Project? Departments? What does the product development process look like?





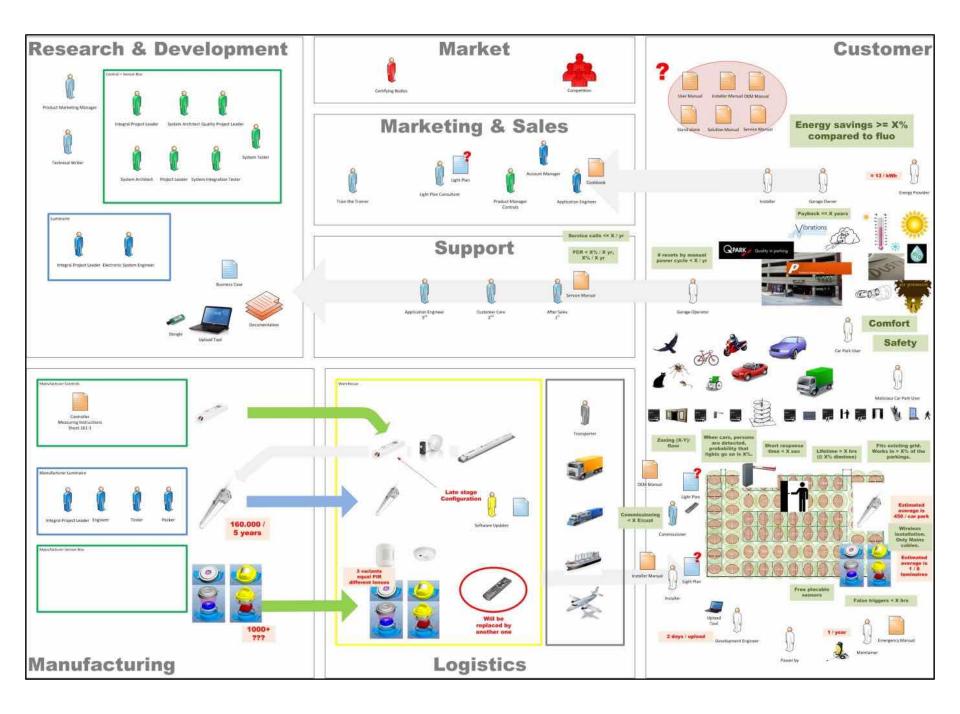


Heuristics

Supply/Value Chain

Product Life-cycle

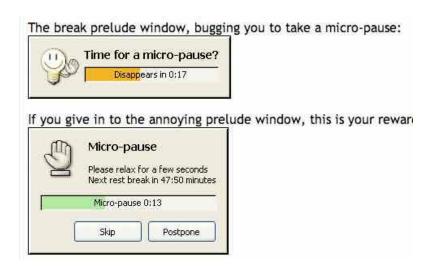
User Scenarios



Prevention and recovery of RSI

- Workrave is a program that assists in the recovery and prevention of Repetitive Strain Injury (RSI)
- The program frequently alerts you to take micropauses, rest breaks and restricts you to your daily limit





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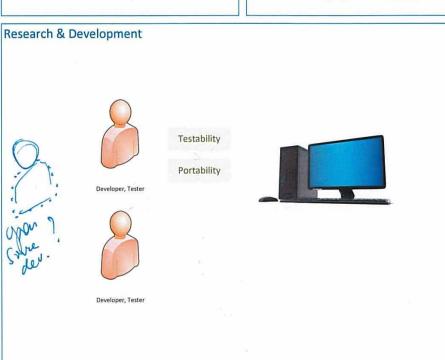


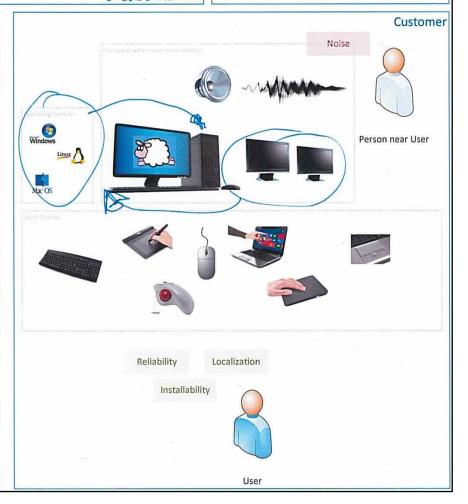
Law & regulations

ARBO WET

Open Source -How to model other deus.

research.
Valudity ofbreaks +
break duration





Product Ecology method

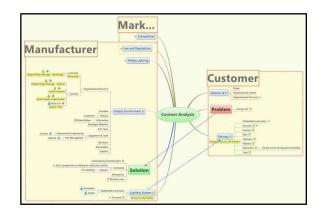
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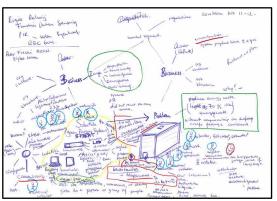
1. making the invisible visible creating a diagram

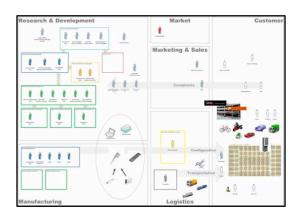
2. applying heuristics

to discover structures

Representations







A new situation might require a change of representation. (Re)structure, dual-task effect.

Heuristics

Problem, Solution Producer, Market, Consumer Product, People, Process

Supply/Value Chain Product Life-cycle User Scenarios

Requirements identification

Quality is in the <u>relationships</u> between the product and its environment

Holistic; more than operational context

Social impact; more than technological impact





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