



Assignment 3

Requirements Engineering in Social Networks

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I. Task

Individual Tasks

- The mandatory items in the reading list help you perform the Requirements Engineering task in this assignment. Read [Gruenbacher2000] and [Boehm2001] before starting with the task.
- Perform a Requirements Engineering task on facebook with your friends. Please follow the instructions (step 1) described in the slides belonging to this assignment. The slides can be found online on the course webpage (<http://www.ifi.uzh.ch/reqr/courses/hs11/re-ii.html>).
- Start immediately with this assignment. You (and especially your stakeholders) will need the time!

Group Tasks

- After each of your group members has performed the individual task, it is time to consolidate the results and prioritize all the requirements gathered. To do so, perform step 2, which is described in the slides belonging to this assignment.
- Finally, answer the questions described in step 3 in written form and prepare a 15 minutes presentation of your findings.

II. Reading List

Mandatory reading

[Gruenbacher2000] describes the EasyWinWin approach, which is the foundation of the process that you will use for gathering requirements on Facebook. [Boehm2011] describes lessons learned when building a groupware system based on the EasyWinWin approach. [Lauesen2002] describes a framework for dividing requirements into different levels.

References

Gruenbacher, P. (2000). Collaborative requirements negotiation with EasyWinWin. *Database and Expert Systems Applications, 2000. Proceedings. 11th International Workshop*. 954-958.

URL: <http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=875141&isnumber=18943>

Boehm, B., Grunbacher, P., Briggs, R.O. (2001). Developing groupware for requirements negotiation: lessons learned. *IEEE Software* 18, 3 (Mai/June 2001). 46-55.

URL: <http://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=922725&isnumber=19948>

Lauesen, S. (2002). Software Requirements: Styles and Techniques. Addison-Wesley Longman. Amsterdam. 24-39.