

Kapitel: 7

Påstående: Requirement priorities should be seen as an numbered list of the order of which the requirements should be fulfilled.

Anledning: The priorities of requirements exist to help stakeholders knowing which requirements are the most important.

Svar: D Påståendet är felaktigt men anledning är ett korrekt påstående.

Motivering: The statement is not correct as it is not necessary the case that the requirements should be implemented in priority ordering. For example, if a high cost priority turns out to be more costly than expected, it might become less important for the customer then he thought. Instead, the priorities can for example be used as weights for each requirement, which are given a perceived value/score. This might enable a supplier to fit lower priority requirements into his release plan, alongside the ones with high priority. The reason is correct as the main goal of the priorities is to give a sense of what requirements are more or less important.

Inlärningsmål: Kunskapsmål: 4. Färdighetsmål: 5. Attitydmål: 5

Läshänvisningar: Lausen s.304

Huvudansvarig: Oscar Rydh

Kapitel: 6

Påstående: It is important to have a functional system when performing usability tests, since it gives more information to the testers.

Anledning: Using mockups on screens or even on paper are totally insufficient when usability testing since the user cannot fully test and use the product.

Svar: E Både påståendet och anledningen är felaktiga uttalanden.

Motivering: The statement is not correct since a functional systems regularly locks the testee to let the product work in a certain way. It prevents the users creativity, and also lack of reflection on how the product could have been otherwise. Instead, when using mockups on screen and paper the testee's creativity will start working, and criticise the product, since it cannot do its purpose according to the testee. The testee will encounter problems during the test sessions and it is important to analyze why certain problems were encountered and how they can be avoided.

Inlärningsmål: Kunskapsmål: 1. Färdighetsmål: 3. Attitydmål: 4

Läshänvisningar: Lausen s.252

Huvudansvarig: Peter Skopal

Kapitel: 9

Påstående: Simulation /Walk-through tests should be done by regular users.

Anledning: It is important to get real world results from tests.

Svar: E, påstående och anledning är felaktiga.

Motivering: Simulation walkthrough tests should be done by expert users. This is to discover all problems even small ones. And to also make sure the problem is not because the user is not used to the product.

Inlärningsmål: Kunskapsmål: 1. Färdighetsmål: 4. Attitydmål: 1

Läshänvisningar: 393

Huvudansvarig: Niklas Bruce

Kapitel: MDRE

Påstående: In MDRE one can not use interviews in the elicitation process

Anledning: The eventual users of MDRE developed products is unknown

Svar: E, påstående och anledning är felaktiga

Motivering: The statement is wrong because in some cases the end-user and customers is known and in those cases it can be interviewed in the elicitation process. The reason is wrong because of the same reason, some of the end-users may be known depending on the type of product being developed and how innovative it is.

Inlärningsmål: Kunskapsmål: 5, 6. Färdighetsmål: 5. Attitydmål: 5

Läshänvisningar: Comp s.7

Huvudansvarig: Martin Johansson

Kapitel: AGRE+INTDEP

Påstående: Requirements are prioritized only once during both traditional and agile RE.

Anledning: Since requirements are formed in the beginning of the development process, it's only required to prioritize them once.

Svar: E, påstående och anledning är felaktiga

Motivering: Both the statement and reason is wrong. Agile RE differs from traditional RE in this case, as requirement prioritization is done after each development cycle in agile RE. One of the reasons this is done is because the client's understanding of the project grows after each iteration.

Inlärningsmål: Kunskapsmål: 3, 4. Färdighetsmål: 5. Attitydmål: 8

Läshänvisningar: Comp s.115

Huvudansvarig: Edvin Havic