

Name: EasyWinWin Online (EWW/Apollo)

Presenter(s): Bob Briggs (GroupSystems.com), Hasan Kitapci (CSE)

Objective: A critical success-factor in requirements elicitation and negotiation is the participation of key stakeholders. EasyWinWin helps success-critical stakeholders to jointly participate, discover, elaborate and negotiate their system and software requirements.

Rationale: EasyWinWin is a requirements definition methodology that builds on the win-win negotiation approach and leverages collaboration technology to improve the involvement and iteration of key stakeholders.

Target Users: Project's Success-Critical Stakeholders – managers, customers, users, domain experts, and developers

Scope: EasyWinWin defines a set of activities guiding stakeholders through a process of gathering/brainstorming, elaborating, prioritizing, and negotiating requirements.

Project Type: It is a multi-year project with some improvements going on. To obtain EasyWinWin Online information or technical support contact GroupSystems.com at 800-368-6338 or try their website at www.groupsystems.com

Runs On: PC platform with Windows 9x/NT/Me/2000 operating system

IPR Status: GroupSystems.com and the University of Southern California Center for Software Engineering own the copyrights and other Intellectual Property Rights of EasyWinWin tool.

Technical Approach: EasyWinWin is based on a Group Support System (GSS) by GroupSystem.com to enable the involvement and iteration of key stakeholders. A GSS is a suite of software tools that can be used to create, sustain, and change patterns of group iteration in repeatable, predictable ways.

Developers: Paul Grunbacher (Johannes Kepler University Linz), Bob Briggs (GroupSystems.com), USC-CSE

Future Directions: Modification in the template and agenda that can be used for different project types. New templates that can be used in new version of EasyWinWin (Apollo)

Demo Description: The demonstration is comprised of the following EasyWinWin process activities:

- **Review and expand negotiation topics:** Stakeholders jointly refine and customize the outline of negotiation topics based on a domain taxonomy of software requirements
- **Brainstorm stakeholder interest:** Stakeholders share their goals, perspectives, views, and expectations by gathering statements about their win condition.
- **Converge on Win Conditions:** The team jointly craft a non-redundant list of clearly stated, unambiguous win conditions by considering all ideas contributed in the brainstorming session.
- **Capture a glossary of Terms:** Stakeholders define and share the meaning of important keywords of the project/domain in a glossary.
- **Prioritize Win Conditions:** The team prioritizes the win conditions to define and narrow down the scope of work and to gain focus.
- **Reveal Issues and Constraints:** Stakeholders surface and understand issues by analyzing the prioritization poll.
- **Identify Issues, Options:** Stakeholders register constraints and conflicting win conditions as Issues and propose Options to resolve these issues.
- **Negotiate Agreements:** The captured decision rationale provides the foundation to negotiate agreements.