**Name:** EasyWinWin Online

**Presenter(s):** 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 if 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)