



Tutorial: Writing Good Requirements (T08)

Tuesday, September 13, 2016 (Full-day)

<http://re16.org/pages/conference/tutorials/#T08>

Poor requirements practices are widely recognized as one of the top causes of product defects, project delays, and cost overruns. Yet, a practical solution that balances effective results with the everyday pressures of product development can be hard to find. Teams struggle with questions such as “How much detail is enough?”, “What is the difference between requirements and design”, and “What requirements practices are right for my project?”

Writing Good Requirements is based on a popular and successful course taught to thousands of students at Intel. It covers effective best practices for specifying requirements that work even for complex, market-driven products. The techniques presented are scalable and have been employed on projects within both agile and traditional methodologies. Rather than presenting a rigid methodology or process, the emphasis is on best practices that can be tailored to a variety of product and project types.

The tutorial contains examples from actual requirements documents in original and improved formats. Small-group exercises and discussions reinforce the content and techniques through the day.



John Terzakis is a Systems Engineer for the Intel Platform Engineering Group (PEG). He is focused on the requirements for Intel’s next generation modem products. His involvement with requirements engineering practices and processes spans the last fifteen years and includes teaching over one hundred requirements classes during that period. He has presented tutorials at the Better Software, ICCGI, Project Summit/BA World and ICSE conferences. He is a Fellow with the International Academy, Research, and Industry Association (IARIA). John holds an MS EE from Stanford University and a BS EE from Northeastern University.