

Event Modeling: A Power Vehicle for Navigating Requirements (Instructor-led Classroom)

Course Description

Events provide a “navigation system” for identifying and tracking the business behavior of an application. Event modeling is a fast, powerful, practical way to elicit high-level requirements, prioritize releases, and size a project. Event modeling also helps technical and business stakeholders communicate, organize, and track requirements to stay on track during development.

You'll gain hands-on experience working in a small team to create a set of requirements models anchored on events. You'll learn how event modeling is valuable for many types of projects: new development, COTS (commercial off-the-shelf software) selection, and enhancements. You'll explore eliciting events (business, temporal, and signal) to scope a project and clarify system boundaries. You'll extend the event analysis to responses, participants, and data. You'll also evaluate when, where, and how events are useful for navigating to other requirements models, including process maps, business rules, and user interfaces. The course uses the EBG Requirements Roadmap* to aid in navigating among the models.

In this carefully designed and executed learning environment you'll actively learn through lecture, examples, discussions, exercises, and review sessions.

This course is endorsed by the International Institute of Business Analysis (IIBA™) and aligns with the IIBA's Business Analysis Body of Knowledge (BABOK®) applicable tasks and techniques. You'll earn 7 CDUs (Continuing Development Units) for attending this course.

*The EBG Requirements Roadmap is a set of interrelated models (behavioral, structural, dynamic, and control) at varying levels of detail.

Who Should Attend

This course is valuable for business analysts, application analysts, data analysts, designers, and quality assurance personnel. Preferably, you should have reading knowledge of use cases, logical data models, and state diagrams.

Course Length

1 day

Course Objectives

- Describe how events aid analysis and development work
- Visualize and define events and responses
- Verify events using data and state details
- Trace events to requirements models and external interfaces
- Explain how events scope a project and partition delivery into multiple releases

Course Materials

The participant's manual includes detailed text and illustrations. The rich, reusable requirements toolset includes a case study and solution, and references. You'll also receive a copy of the EBG Requirements Roadmap and a copy of *The Software Requirements Memory Jogger: A Pocket Guide to Help Software and Business Teams Develop and Manage Requirements* by Ellen Gottesdiener.

Course Outline

1. Event Fundamentals

- The event-response mechanism
- EBG Requirements Roadmap and model views

2. Modeling Events

- Event participants
- Eliciting events
- Visualizing events on the context diagram
- The event-response table
- Events and interface requirements
- Partitioning events
- Verifying events with data
- Modeling event conditions
- Partitioning events
- Tracing events across requirements models
- Evaluating ways to detail events

3. Leveraging Events

- Event modeling benefits
- Events across the project lifecycle
- Project management benefits