Unit 2 Discussion Topics

Discussion Topic #1

Research the Web and find a white paper or case study on JAD Sessions. Describe the experience of the author, good or bad, in the discussion. Provide recommendations of what you would do the same, or differently, or any best practices based on the textbook and resources. Be sure to supply the URL, cite and reference, from your research in order to earn points for the discussion. Comment to at least two of your colleagues' posts.

to be added…

Discussion Topic #2

Review the table below and fulfill the requirements under each column.

Method	Define	Describe	Decide when best to use	Advantages/Disadvantages
Prototyping	√	Conceptions/guidelines √		√
RAD	√	phases	√	√
Agile Modeling	√	Values/principles	√	√

Once you have completed the requirements above, answer the following question: How must a systems analyst work systematically with all three of these methodologies to elicit and value user's reactions?

to be added…

Unit 2 Overview

Information Requirements Analysis

Unit 2 emphasizes the use of systematic and structured methodologies for performing information requirements analysis. Interactive methods such as interviewing, joint application design (JAD), and constructing questionnaires are discussed. Unobtrusive methods such as sampling, investigating hard and archival data, and observation of

decision-makers' behavior are introduced. Prototyping is examined, as well as rapid application development (RAD).

Summary

In Unit 2, you explored the various unobtrusive and obtrusive methods of gathering information. Interviewing, JAD sessions, and options for prototyping are essential components prior to entering the Analysis Phase. Once the feasibility of continuing a project is determined, the information gathered will prepare the project team to progress to the Analysis Phase of the SDLC.

Outcomes

After completing this unit, you should be able to:

- Determine methods on how to plan, analyze, and manage an information system project

- Recognize the concepts of JAD and when to use it

- Describe agile modeling in prototyping the four main types of prototyping

- Recognize the value of unobtrusive methods of information gathering

What do you have to do in this unit?

- **Complete assigned reading**

- **Respond to the Discussion Board**

- **Complete the Unit 2 Assignment**

- **Participate in Seminar or complete alternate assignment**

Chapter 4, Information Gathering: Interactive Methods

Chapter 4 introduces three interactive methods for obtaining information requirements. The three methods are interviewing, joint application design (JAD), and questionnaires. Two types of questions are also discussed, open-ended and closed questions.

Chapter 5, Information Gathering: Unobtrusive Methods

Chapter 5 covers unobtrusive methods for information gathering. Unobtrusive methods include sampling, investigation of quantitative data in current and archive form, and the observation of decision-makers' activities through the use of the analyst's play script, as well as observation of the decision maker's physical environment through the use of **STR**uctured **OB**servation of the **E**nvironment *(STROBE)*.

Chapter 6, Agile Modeling and Prototyping

In Chapter 6, prototyping and agile modeling are introduced. Prototyping is an information gathering technique useful for supplementing the traditional system development lifecycle. Prototyping is a rapid, interactive process between users and analysts to create and refine portions on a new system. Agile modeling is a software development approach that defines an overall plan quickly, develops and releases software quickly, and then continuously revises software to add additional features.

Web Readings:

Application Development Trends (ADT) is a monthly periodical that provides the latest enterprise application news, trends, and best practices. ADT follows systems analysis and design strategies, methodologies, CASE, and other relevant trend.

Visit the Application Development Trends website for more information on the latest application news, trends, and best practices.

Unit 2 – Key Concepts/Terms/ Vocabulary

Unit 2 emphasizes the use of systematic and structured methodologies for performing information requirements analysis.

☐ Interactive methods such as interviewing, joint application design (JAD) and constructing questionnaires are discussed.

☐ Unobtrusive methods such as sampling, investigating hard and archival data, and observation of decision-makers' behavior are introduced.
☐ Prototyping is examined, as well as rapid application development (RAD).
There are three key interactive methods for information gathering that the system analyst can use, including interviewing, joint application design (JAD), and   construction of questionnaires.

An unobtrusive method of information gathering techniques includes: sampling and ob serving a decision maker's activities.

Sampling is the process of systematically selecting representative elements of a population. When selected elements are examined closely, it is assumed that the analysis will reveal useful information about the population as a whole.

Observation is an information gathering technique that provides insight on what organizational members actually do.

Prototyping is an information-gathering technique useful for supplementing the traditional systems development lifecycle. Prototypes are useful in seeking user reactions. Prototyping may be used as an alternative to the systems development lifecycle.

One advantage of prototyping is the potential for changing the system early in its development. A second advantage is the opportunity to stop development on an unworkable system. A third advantage is the possibility of developing a system that closely addresses   users' needs and expectations.

One of the disadvantages when prototyping is conducting real-time management since prototyping is a rapid, iterative process. A second disadvantage is that incomplete prototypes may be regarded as complete systems. Clear communication of the prototype timetable with users is essential.

RAD is used when:
• The team includes experienced programmers and analysts who are with it.
• There are pressing business reasons for speeding up the portion of application development.
• The project involves a novel ecommerce application and RAD gives a competitive advantage by producing results quickly.
• Users are sophisticated and highly engaged with the organizational goals of the company.

Agile modeling is used to plan, develop, release software, and revise software quickly. It is important to maintain an attitude of   humility when doing agile modeling.

There are four values that are important to agile modeling:

• Communication.
• Simplicity.
• Feedback.
• Courage.

Adopting new information systems involves balancing several risks to the organization and to individuals.

This is the end of the intro section for information requirements analysis, continue your readings by click on the Readings tab in your classroom.

*Systems Analysis and Design, 8th Edition & MS Visio 2007,   Kenneth E. Kendall and Julie E Kendall, Prentice Hall

Unit 2 Seminar:

In this session, Information Gathering (interactive and Unobtrusive methods), Agile Modeling and Prototyping will be thoroughly discussed. Come prepared to interact and answer questions.

Remember, if you do not participate in the weekly Seminar, to complete the Flexible Learning Activity Assignment.

Unit 2 FLA Assignment:

Review the PowerPoint presentation from Seminar Two. Combined with information from the chapter readings, consider, **"Interactive Information Access on the Web of Data"** and then answer the following questions:

- How can we identify professional users' information needs?

- Analyze and discuss linked data, such as: Repositories, Multimedia news content, Support data for specific tasks

- Integrating this information with the PowerPoint for Seminar 2 and the required textbook readings, what are your conclusions?

The paper must be written in APA format and include at least one direct quote from the resources with proper citation and references.

Submit your completed paper to the Unit 2 Seminar Dropbox by the end of Unit 2.

Unit 2 Assignment

Instructions Summary: Click on the Rubric icon below for full instructions.

As part of your systems analysis project to update the automated accounting functions for your company, a maker of digital cameras, you will interview the chief accountant. Write four to six interview objectives covering the chief accountant's use of information sources, information formats, decision -making frequency, desired qualities of information, and decision-making style.

Project 2
Outcomes addressed in this activity:
Unit Outcomes:
- Determine methods on how to plan, analyze, and manage an information system project
- Recognize the concepts of JAD and when to use it
- Describe agile modeling in prototyping the four main types of prototyping
- Recognize the value of unobtrusive
Course Outcome:
- IT510-1: Identify system analysis methodologies and techniques

- IT510-2: Analyze system requirements

Project Instructions:

As part of your systems analysis project to update the automated accounting functions for your company, a maker of digital cameras, you will interview the chief accountant. Write four to six interview objectives covering the chief accountant's use of information sources, information formats, decision -making frequency, desired qualities of information, and decision-making style.

Part 1 (25 Points) Use the scenario to help you answer the following:

1.   In a paragraph, write down how you will approach the chief accountant to set up an interview.
2.   State which structure you will choose for this interview. Why?
3.   The chief accountant has four subordinates who also use the system. Would you interview them also? Why or why not?
4.   Would you also try to interview customers? Are there better ways to get the opinions of customers? Why or why not?
5.   Write three open-ended questions that you will email to the chief accountant prior to your interview. Write a sentence explaining why it is preferable to contact an interviewee directly rather than via email.

Part 2 "Every time I think I've captured user information requirements, they've already changed". It's like trying to hit a moving target. Half the time, I don't think they even know what they want themselves," exclaims Flo Chart, a systems analyst for 2 Good 2 Be True, a company that surveys product use for the marketing divisions of several manufacturing companies. (25 points)

1.   In a paragraph, explain to Flo Chart how prototyping can help her to better define users' information requirements.
2.   In a paragraph, comment on Flo's observations: "Half the time, I don't think they even know what they want themselves." Be sure to explain how prototyping can actually help users better understand and articulate their own information requirements.

Review the grading rubric below before beginning this activity.

100 point project grading rubric

Project Requirements / criterion	Maximum points possible for satisfactory completion of task	Points earned by student
Student responded with four to six interview objectives and all elements of Part 1 Deduct 5 points for each missing component	0-50	
Student responds to Flo Chart with solid analysis of the need for prototyping and information requirements. Deduct 5 points for each missing component	0-50	
Column Total		
Points deducted for spelling, grammar, and/or APA errors.		
Adjusted total points		