Use cases, context and requirements for networked *value constellations*

A business value perspective

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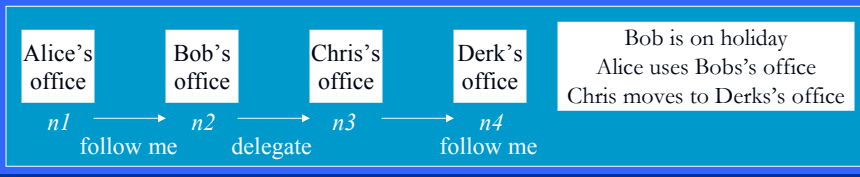
Take-home message

- Use-cases do **hardly express context**
- For **finding** software-use cases, understanding of **context** is key:
  - Understanding the **context** is mainly about knowing the **problem(s)** to be solved by the IT solution
- Various **forms** of **context** may relevant:
  - Processes
  - Goals
  - Trust
  - ***Business value proposition*** **(this presentation)**

Why a deeper understanding of the problem is needed: Call forwarding

- Consider **call-forwarding** (#21) on telephone switches
  - Forwarding incoming calls on number n1 to another number n2, or no forwarding at all
- Define the **requirement** and **use case**
  - The **user** must be able to **enter** number n2 for number n1 (using some form of authentication) to the **computer** (PBX), or to **reset** forwarding for number n1
- What happens if n2 is forwarded to n3? **Should call forwarding be transitive**?
- Deeper analysis of the **problem domain** shows that there is a difference between:
  - **Follow me**: user wants that the number follows him. Should end the chain
  - **Delegate**: user wants that the number directs to a secretary. Can continue the chain (delegated responsibilities can be delegated again)



The answer is not in the interaction between system and user, but is found in the context (e.g. the processes in the world of the user)

Source: "Problem Frames" by Michael Jackson

Not understanding the problem is expensive!

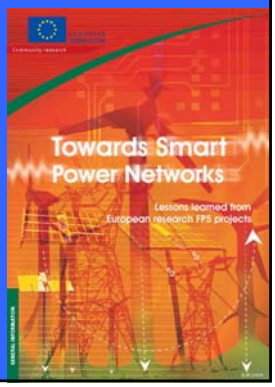
- Approx **40≈60%** of all **defects** found in a software project can be traced back to the **requirements stage** (source: Leffingwell, "Calculating the ROI from more Effective Requirements Managemt, American Programmer 10(4) 1997")
- **Requirement errors** cause **70≈85%** of all software revisions (source: also Leffingwell)
- Fixing a **requirement error** discovered **after** putting the system into operations costs **68 times** as much as correcting the error **during** the requirements engineering phase (source: Boehm, "Software Engineering Economics", 1981)
- And this is only repairing and fixing. Think about the **real** costs …

Running case study: Transforming the electricity power industry

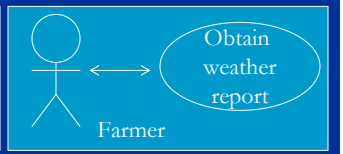
- Electricity power system characteristics:
  - **Reliability**: Supply > Consumption (always!)
  - **Efficiency**: Supply ≈ Consumption (nearly in balance)
- Trends: Market liberalization, exhausting fusil sources, CO_2 emission:
  - Many "instable" generators (PV, Hydro, CHP, bio-mass) and consumers (heating, cooling)
- Overall problem:
  - **How to have a *reliable* and *efficient* electricity power system with many (unreliable) generators and consumers?**
- Solution:
  - "some" IT system, with "some" requirements
    - Coordinating that many suppliers produce sufficient electricity and consumers use it at the right time

fenix

'… a step towards the future of electricity networks'



Use-cases: Perspectives on context in early Requirements Engineering

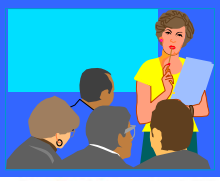
Business *value* use case	***e³value*, Use case maps**		**Context analysis**
Business *process* use case	**UML Use case, Use case maps**		***Problem*** ***Solution*** ***Problem*** ***Solution***
***Inf. System* Use case**	**UML Use case, activity diagrams**		
Detailed IS requirements			**IS analysis**

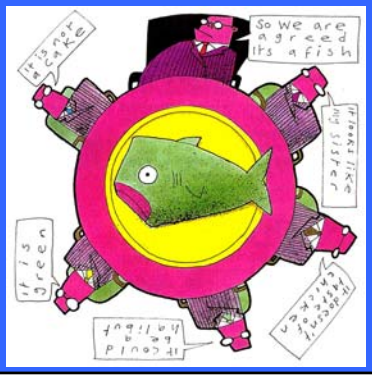
A value use case for a networked value constellation

- "A construct where **actors** come together to **co-produce value** with each other" (Normann & Ramirez) or "contributors that come together to create value for customers and wealth for their stakeholders" (Tapscott)
- Enabled by **information technology**
- Well known examples:

While designing use cases for value constellations…

- Concerns are:
  - **Multiple enterprises**: in case of conflicts **no central decision taking authority**
  - Multiple stakeholders: often **confusion** about which product/service we offer with whom, **long before talking about IT**
    - **What is an ISP?**
  - **Short timeframe**: ~weeks available for designing a constellation offering a particular service (**time to market**)
  - Economic **&** technical **feasibility**

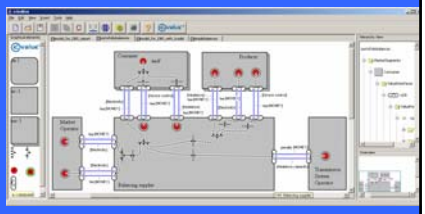


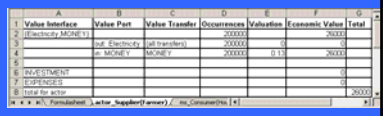


Source: Financial Times, e-procurement, Oct. 2000

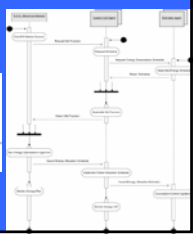
A conceptual, lightweight model of the value constellation is needed …

- Representing a **precise** and **shared understanding** of the value constellation
- Allowing **easy communication** (graphical)
- Allowing for **checking** common **business rules** facilitating **executive decision making**:
  - Profitability, "one good turn deserves another"
- Being sufficiently **lightweight**
- Being a **starting point** for Information **Systems development**: e.g. for assessing technical feasibility





	A	B	C	D	E	F	G
1	Value Interface	Value Port	Value Transfer	Occurrences	Valuation	Economic Value	Total
2	(Electricity MONEY)			200000		26000	
3		out Electricity	(all transfers)	200000	0	0	
4		in MONEY	MONEY	200000	0.13	26000	
5							
6	INVESTMENT					0	
7	EXPENSES					0	
8	total for actor						26000

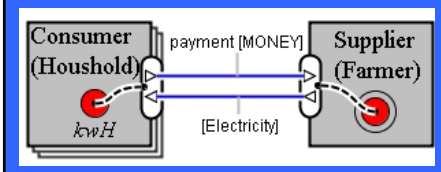


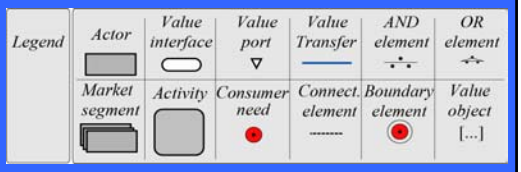
A value use case says something about …

- Who are the **actors** (enterprises and final customers) involved?
- What do they **transfer of economic value** to each other, and what do they request **in return** for that?
- Why do they transfer these values? To satisfy a **need**
- What **activities** do they perform to produce/consume?

- A **value** use case ≠ business **process** use case:
  - No **time-ordering** in a value use case
  - Actors are of a different kind
  - Only transfers that represent **direct economic value** in a value use case

A first value use case in *e³value*





	A	B	C	D	E	F	G
1	Value Interface	Value Port	Value Transfer	Occurrences	Valuation	Economic Value	Total
2	(Electricity,MONEY)			200000		26000	
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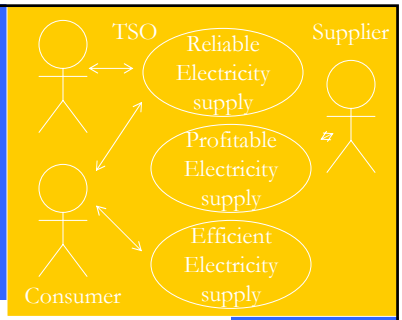
4		in: MONEY	MONEY	200000	0.13	26000	
5							
6	INVESTMENT					0	
7	EXPENSES					0	
8	total for actor						26000

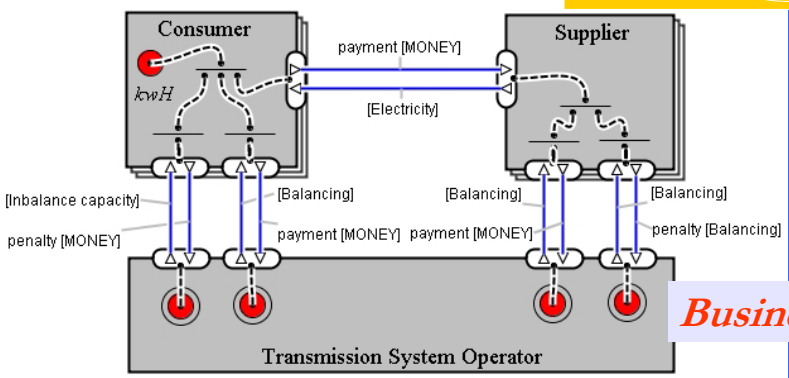
Formulasheet | actor_Supplier(Farmer) | ms_Consumer(H

	A	B	C	D	E	F	G
1	Value Interface	Value Port	Value Transfer	Occurrences	Valuation	Economic Value	Total
2	(MONEY,Electricity)			2000		-260	
3		out: MONEY	MONEY	2000	0.13	-260	
4		in: Electricity	(all transfers)	2000	0	0	
5							
6	COUNT	100					
7	INVESTMENT					0	
8	EXPENSES					0	
9	total for actor						-260

actor_Supplier(Farmer) | ms_Consumer(Houshold)

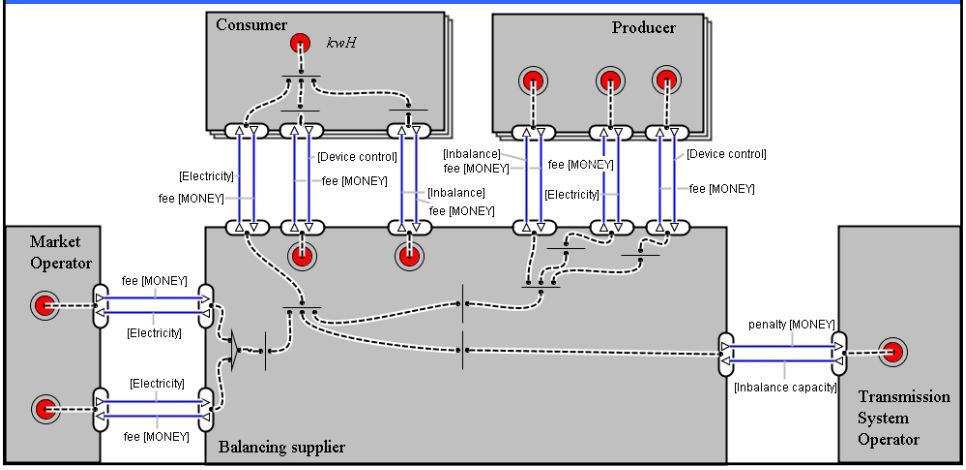
Case study: Balancing electricity supply and consumption

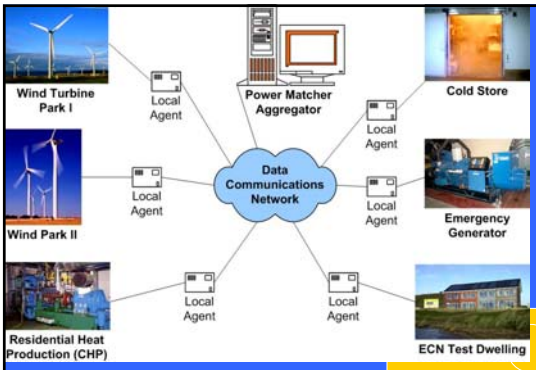




Business case?

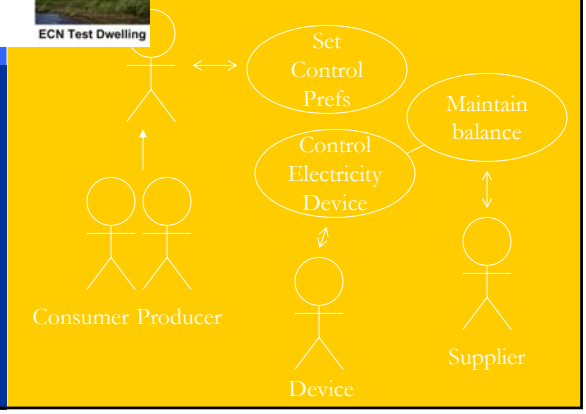
Case study: Portfolio-based balancing of electricity supply and consumption





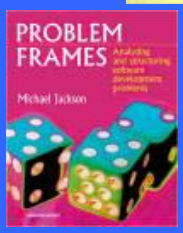
Bringing in IT

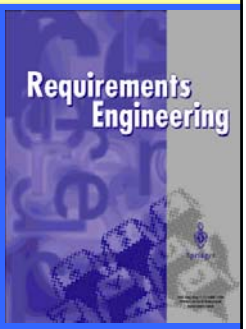
- Automatic **imbalance reduction in real time**
- Result > **40% imbalance reduction**
  - Commercialization underway



The RE research agenda: A focus on requirements as problems

- **Value** modeling
  - *e³value*
- **Goal** modeling
  - *I**, Tropos, KAOS
- **Problem framing**
  - Jackson's problem frames
- **Shared aim**: Understanding the **context** of information systems

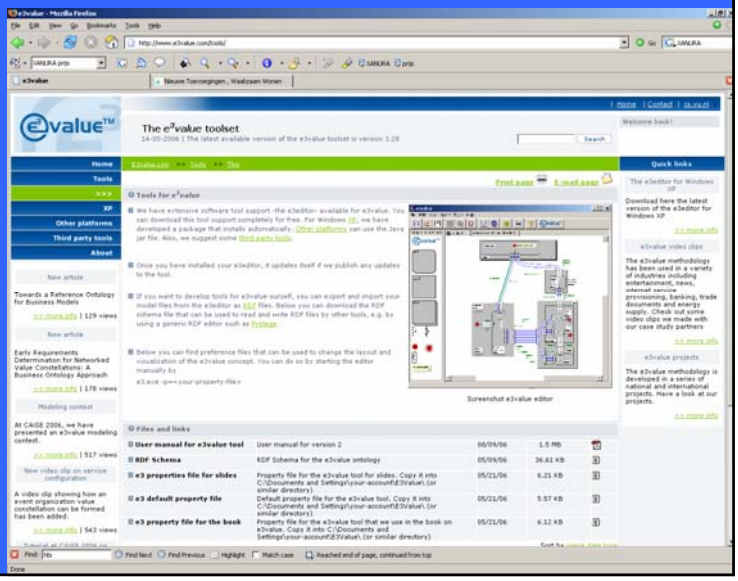




In sum: *Context and problem understanding are required to find IS use cases*

- Understanding of the contextual "**why**" use cases is a necessity to:
  - know that "**what**" use cases and "**how**" use cases
- Requires **multiple perspectives**:
  - Process, value, goal, …
- **Networks** of enterprises add a **complexity**:
  - No centralized decision making

Free tool support for *e³value* and *further information*: www.e3value.com



Intro's on *e³value* (2)

- Jaap Gordijn, Eric Yu, Bas van der Raadt, "e-Service Design Using i* and *e3value* Modeling", IEEE Software, May/June 2006, pp. 26-33.
- J. Gordijn and J.M. Akkermans, "Value based requirements engineering: Exploring innovative e-commerce idea", Requirements Engineering Journal, Vol 8, Nr 2, pp. 114-134, 2003
- J. Gordijn and J.M. Akkermans, "*e³value*: Design and Evaluation of e-Business Models", IEEE Intelligent Systems, special issue on e-business, Vol. 16, No. 4, pp. 11-17, 2001

- **Download: www.e3value.com/publications**