

## Mini Workshop on Requirements Capture and Analysis in eScience Projects

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### **Aims and Objectives**

The critical importance of the requirements activity in the development of systems has long been recognised in the software development community. Typically, requirements engineering is the phase of software engineering that is concerned with determining the goals, desired properties and constraints of complex systems. Such systems may include embedded software systems, socio-technical systems, business organisations and people. The requirements investigation is also a necessary activity in new areas of software development such as eScience and Grid technologies. These technologies promise to support scientific collaborative work through an infrastructure that enables high speed and distributed, large-scale computations and new ways of sharing data. However, research shows that successful design and deployment of collaborative technologies is unpredictable. The requirements activity for eScience technologies seemingly becomes a more complex process due to the nature of the participants and systems involved. In this workshop we wish to investigate how the process of requirements is currently achieved in eScience projects with the aim of identifying guidelines for 'best practice'. We wish to investigate the importance of requirements capture and analysis to eScience projects and to explore and identify relevant methods and toolkits for various types of eScience project requirements activities, based on current experiences of the eScience community. Through discussion, we will make recommendations on how to approach the requirements exercise for eScience technologies.

The workshop will bring together participants from a broad spectrum of eScience projects to discuss the following issues:

- What demands does e-Science place on requirements capture and analysis?
- Who should do the requirements capture?
- Who are the potential users? How are they identified? How should they be involved in the requirements process?
- How can users, stakeholders and participants expectations be managed?
- How do organisational concerns and practices impact on the requirements process?
- How important is usability?
- How should requirements be documented and articulated to others in the development process?
- On what basis are requirements prioritised and who should be involved in the process?
- How should eScience projects be structured to accommodate requirements activities?
- Should proposal descriptions and funding models take account of the requirements activity?

Submissions from representative eScience Projects from various scientific fields are particularly encouraged.

### **Target Audience**

Project stakeholders, managers, researchers and end users.

### **Workshop Paper Format and Evaluation:**

Positional papers should be limited to 2 pages (including contact details, figures, tables and references) in either pdf or Word format, and accompanied by a plain text abstract of about 100 words. As the number of each type of presentation is constrained, there will be a full review process. The web page for submitting papers to the conference is at <http://www.allhands.org.uk/submissions/>