



## KURSPLAN

# Produktspecificering och kravhantering, 6 högskolepoäng

*Product Specification and Requirements Management, 6 credits*

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<b>Kurskod:</b>	TPKS26	<b>Utbildningsnivå:</b>	Avancerad nivå
<b>Fastställd av:</b>	VD 2016-09-01	<b>Utbildningsområde:</b>	Tekniska området (95%) och samhällsvetenskapliga området (5%)
<b>Gäller fr.o.m.:</b>	2016-08-01	<b>Ämnesgrupp:</b>	DT1
<b>Version:</b>	1	<b>Fördjupning:</b>	A1F
<b>Diarienummer:</b>	JTH 2016/3548-313	<b>Huvudområde:</b>	Produktutveckling

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### Lärandemål

After completing the course, the student shall

#### Kunskap och förståelse

- be familiar with the fundamental concepts of product specification
- display knowledge of the different roles engaged in product specification
- demonstrate comprehension of the methods and techniques for eliciting, capturing and documenting requirements

#### Färdighet och förmåga

- be familiar with the fundamental concepts of product specification
- display knowledge of the different roles engaged in product specification
- demonstrate comprehension of the methods and techniques for eliciting, capturing and documenting requirements

#### Värderingsförmåga och förhållningssätt

- be familiar with the fundamental concepts of product specification
- display knowledge of the different roles engaged in product specification
- demonstrate comprehension of the methods and techniques for eliciting, capturing and documenting requirements

### Innehåll

The course serves as a retrospective of previous courses in software engineering and thus draws out the importance of requirements management as a means of ensuring successful software product delivery. It covers how to discover and capture requirements, and how to shape and structure them into a product specification. The focus is on the practical steps, models and techniques needed to obtain a complete, relevant and rigorous set of requirements to guide product development.

The course includes the following topics:

- Engaging with product stakeholders
- The roles of the product owner, the business analyst and the systems analyst

- Capturing and documenting requirements (including use cases, user stories and product backlogs)
- Using models to conduct robustness analysis
- Formal requirements specifications
- Tracking requirements, and their changes, through development to delivery
- Requirements negotiation (including QFD, Quality Function Deployment)

### Undervisningsformer

The course will consist of lectures, seminars, exercises and practical work.

Undervisningen bedrivs på engelska.

### Förkunskapskrav

Passed courses at least 90 credits within the major subject Computer Engineering, Electrical Engineering (with relevant courses in Computer Engineering) In addition, completed courses Product Development in Cross-discipline Teams 1, 6 credits and (Software Product Architectures - From Chip to Enterprise, 7,5 credits and Software Product Quality Assurance, 6 credits) or (User Experience Design and Enterprise Architecture, 6 credits and IT Architecture, 7,5 credits). Proof of English proficiency is required. (eller motsvarande kunskaper).

### Examination och betyg

Kursen bedöms med betygen 5, 4, 3 eller Underkänd.

The final grading of the course is based on a weighted fusion of written exam and project work.

Poängregistrering av examinationen för kursen sker enligt följande system:

Examinationsmoment	Omfattning	Betyg
Tentamen	2 hp	5/4/3/U
Inlämningsuppgifter	1 hp	U/G
Projektarbete	3 hp	5/4/3/U

### Övrigt

Exemption from entry requirement allowed according to the selection groups of the program, where the course is included.

### Kurslitteratur

The literature list for the course will be provided one month before the course starts

Main textbook:

Software Requirements

by Karl Wiegers and Joy Beatty, Microsoft Press, 2013, 3rd Edition.

Additional literature:

User Story Mapping: Discover the Whole Story, Build the Right Product

by Jeff Patton and Peter Economy,

O'Reilly, 2014.

Agile Software Requirements: Lean Requirements for Teams, Programs, and the Enterprise  
by Dean Leffingwell,

Pearson Education, 2011.

Agile Product Management with Scrum: Creating Products that Customers Love

by Roman Pichler,

Addison-Wesley, 2010.