

Modeling and Visualizing Use Cases

This course teaches essential concepts and practical skills to define use cases and utilize other visual based requirements definition techniques to enhance the understanding, quality, and review of requirements.

Through presentation and group exercises, students learn to define, model, and analyze use cases and their associated properties. Students further elaborate the use cases, utilizing User Interface Mockups, Storyboarding, Reference Material Linking, and other visual based requirements definition techniques. Guidance on the review and change management of use cases is provided.

Intended Audience

Those intending to use Requirements Center on their projects, who would like to enhance their use case and requirements analysis skills and improve their project processes, via a condensed concepts training format, prior to Requirements Center product training.

Since all project activities are driven by requirements, this course benefits all project team members: Business Analysts, System Analysts, Subject Matter Experts, Architects & Designers, Quality Assurance Personnel, Project Managers, Product Managers, Training & Support Personnel, etc.

Prerequisites

None – This course is often preceded by another concepts and skills training course, Eliciting & Defining Business / System Requirements. This course is often followed by the product training course, Requirements Center Essentials.

System Requirements

None – In this concepts and skills course, exercises are done with pen and paper. Use Cases and other requirements artifact examples are portrayed in Requirements Center screen shots to connect the concepts to the product capabilities.



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Modeling and Visualizing Use Cases

Duration: 1 Day

Overview

This course teaches essential use case definition concepts and practical skills, from a Blueprint perspective.

Through presentation and group exercises, students learn to define business and/or application system use cases and to collaborate in teams during requirements elicitation, elaboration, and review.

Use Case Construction topics covered include:

- Identifying Actors and Use Cases
- Use Case Diagrams and Establishing Scope
- Pre & Post Conditions, and other Properties
- Applying Effective Writing Techniques to Use Case Scenarios
- Actor/System Dialogs or Event/Response Pairs
- Branching, Conditions, and Alternative or Exception Flows

Use Case Modeling topics covered include:

- Choosing Appropriate Levels of Detail
- Structuring Multiple Use Cases with Includes and Extends Relationships
- Use Case Model Integration Options

Enhancing Use Cases with Visual Artifacts topics covered include:

- User Interface Mockups
- Wireframe Call-Outs
- Storyboarding

Additional Requirements Definition Techniques mentioned include:

- Textual Requirements
- Business Process Diagramming
- Lists, Tables, and Data Dictionaries
- Tracing Use Cases to other Requirements Artifacts
- Linking Reference Materials

Throughout the course, guidance is provided on:

- Clearly Identifying Scope
- Review of Use Cases and Managing Comments
- Change Management of Use Cases
- Use Cases in Agile and other Development Methodologies