Thesis overview:

Definition of a Goal Elicitation Process
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Requirement Engineering plays an essential role at the initial stage in the software development life cycle. This discipline entails three processes: Requirements Elicitation, Specification and Validation.

Elicitation has, as a primary goal, the knowledge acquisition over a problem domain. In order to do this, different techniques are applied according to the kind of information to be elicited and the time and resources available for the analyst.

One of the most important techniques is Goal Analysis. It was established, once analysed the most important approaches as far as use is concerned (GBRAM, KAOS, Softgoals, Ideas, Rolland, Loucopoulos) that those approaches lack a Goal Elicitation Process, in other words, they lack a methodology that shows clearly what are to be made to obtain Goals.

This Thesis proposes a process to elicit Goals based on Annie Antón's approach (GBRAM) from Scenarios applying the schema proposed by Julio Leite. To do this 12 rules were defined which, applied to Scenario elements, allow us to obtain the goal elements with GBRAM schema.

These rules were classified in terms of those which are part of Scenario and except for some exceptions, are easy to operate. Besides, although they are not formal, they have the advantage of being specified strictly enough for Requirement Engineering.

A mechanism which includes a pseudocode algorithm was defined additionally, necessary for the application of rules, which constituted a Goal Elicitation Process. This algorithm was applied to every Scenario belonging to the two cases for study. In both cases, satisfactory results were obtained.

Therefore, the importance of having a Goal Elicitation Process was established, absent until this moment among the main goal approaches. Besides, the semantic analogy between GBRAM schema goals and Julio Leite's Scenarios was demonstrated.