

Xtreme Programming and Requirements Negotiation

Villasimius, Sardinia, Italy, May 24, 2001

Organizers:

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The organizers have previously organized numerous successful workshops at OOPSLA, ICSR, TOOLS, ICSE, ICLP, etc.

Duration:

1 day

Description:

Requirement negotiations take a prominent role in all aspects of XP. Through emphasis on user stories and short increments requirements are elicited from customers, prioritized, assigned to developers, implemented, and feed back to customers.

The aim of this workshop is twofold. Firstly, the workshop will review how organizations that have adopted XP succeed with requirement negotiations. Secondly, the workshop will act as a forum to discuss challenges and strategies for the adoption of requirement negotiations strategies proposed by XP.

Participants:

Participants in the workshop will be people who have:

- sufficient experience to describe their role within organizations that have adopted - or anticipate the adoption of - XP requirement negotiation practices;
- familiarity with the challenges related to requirements negotiation
- a desire to be relaxed and have fun discussing approaches with peers.

Participants Selection:

To achieve progress, the workshop will be limited to approximately 20 people.

Interested participants should contribute a one page personal explanation on the value of XP requirement negotiation practices. A second page should provide a brief outline of their personal context, interests, and expectations for the workshop.

Workshop Activities

Workshop activities will be organized around 3 sessions:

1. An introductory session, in which participants will make a 3 minute presentation of their position, their organization, and themselves. Hot topics and difficult situations will be collected and summarized by the workshop organizers. This session will last approximately 90 minutes.

2. A four hour elaboration/visioning session, in which participants facilitated by the workshops organizers will establish
 - a. A snapshot of current "reality"
 - b. What's effective/ineffective with current "reality"
 - c. An understanding of the "future" in the limited context of six to nine months
 - d. Steps to reach to reach the "future" from current "reality"
3. A reporting/summary session.

Expected Results

The overall result of this workshop will be a better understanding of how teams use XP in requirement negotiations.

More specifically, participants will:

- be exposed to real issues, problems, advantages, and limits related to the application of XP requirement negotiation practices;
- exchange and leverage relevant disruptive ideas;
- have the opportunity to establish a network of people interested in XP-related requirement negotiation practices.

Draft Workshop Schedule

Time	Activity
9:00-10:15	Introductory Session
10:15-10:30	Break
10:30-12:00	Visioning Session I
12:00-13:30	Lunch Break
13:30-15:00	Visioning Session II
15:00-15:30	Break
15:30-17:00	Reporting/Summary Session

Important Dates

- May 7: One page statement of interest on XP requirement negotiation due by e-mail to the workshop organizers
- May 10: Notification of acceptance
- May 15: Final version of the one page statement of interest on XP uploaded on the WS WIKI Site