Reflections on Requirements Engineering

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ABSTRACT:
Failures in properly identifying requirements are perhaps the major cause of the software industry's poor record of delivering working software systems on-time and to budget. Requirements engineering is the branch of software engineering concerned with identifying the real-world goals for, functions of, and constraints on software systems. This talk reflects on some current issues in requirements engineering for enterprise systems, including capturing government regulations (an increasingly-important source of business requirements), using precise modelling languages in the requirements engineering process, and the role of "anti-requirements" in software assurance.

PROFILE:
Andrew has overall responsibility for OMG's technology adoption process, and also chairs the Architecture Board, the group of distinguished technical contributors from OMG member organisations which oversees the technical consistency of OMG's specifications.

In previous lives Andrew researched distributed object type systems, wrote Lisp compilers and helped improve software engineering practices at large multi-nationals (but not all at the same time). He spends his spare time skiing down, gliding around or walking up mountains.