

# Demonstration Guide

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**Name:** WikiWinWin tool

**Presenter(s):** Di Wu

**Objective:** WikiWinWin is the newest WinWin negotiation support tool developed at USC-CSSE. It is built on top of WinWin negotiation model and Wiki technology. The tool is aimed to help success critical stakeholders to jointly discover, elaborate, and negotiate requirements.

**Rationale:** Software requirement negotiation involves multiple interdependent stakeholders. Stakeholders' expectations and interests are diverse and are often in conflict. Rapid changes make software requirements volatile and emergent. The WinWin approach helps to build a shared vision among heterogeneous stakeholders and provides the flexibility to adapt to change. The strength of Wiki technology can be utilized to leverage the WinWin negotiation support tool. Wiki's distributable platform enables geographically distributed stakeholders to collaborate at anytime any places. Wiki's familiar web interface and simple page editing make it easy to use for non-technical users. Wiki facilitates knowledge sharing through collectively authoring. Wiki also preserves the revision history, allows new information to update easily. We identify a practice role "shaper" as learning facilitator and negotiation lead. We also provide process guidance for using the tool.

**Target Users:** The target users are various stakeholders involved in software projects. Currently the tool is being used by 20 project teams in the USC Software Engineering course (CS577a).

**Scope:** Requirements elicitation; Requirements negotiation

**Project Type:** Multi-year USC-CSSE research project

**Runs On:**

Client: HTML 3.2 compliant browser

Server: Linux/Apache environment, Perl 5

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**Developers:**

Model Principle: Dr. Barry Boehm, Winsor Brown, DiWu, Da Yang

Tool Development: Di Wu, Da Yang

**Future Directions:** Analyze negotiation patterns and usage results in wiki based WinWin negotiation; Evaluate overall stakeholders' satisfaction and creativity perspectives; Extend WikiWinWin to support Creative Option Generation and other creative enhancers on interdisciplinary teams ability to invent options for mutual gain.