

IREB Certified Professional for Requirements Engineering

- RE@Agile Glossary -

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Definiton of Terms

This glossary defines the terms which are relevant in the context of the RE@Agile. The general RE terminology is defined in the IREB Glossary of Requirements Engineering Terminology [Glinz2014] (called IREB Glossary for short below). Further usefull terms in the context of agile can be found in the Scrum Guide [Scrum2017].

References to the official IREB Glossary [Glinz2014] are marked with ↑
References to other new terms of this Glossary are marked with →

Acceptance Criteria A set of conditions (typically associated with a →user story) that must be fulfilled by any implementation. Such conditions may be, for example, expected outcomes for sample input data or expected speed or volume to be achieved.

Agile

1. (General) Able to move quickly and easily.
2. (General) Quick, smart, and clever.
3. (In software development) A (software) →product development approach which builds a product → incrementally by dividing work into → iterations of fixed duration (→ timeboxes). Agile development is characterized by focusing on delivering a working product in each iteration, collaboration with ↑stakeholders with frequent feedback and adaptation of plans after each iteration based on feedback and changed ↑requirements.

Burndown chart A diagram plotting the units of work that remain to accomplish on a time scale.

Cross-functional team A team of people whose members have expertise in various functions of a task (for example, architecting, coding, testing, designing databases and user interfaces, etc.)

Daily scrum A daily ceremony to discuss the current state of work within a → sprint. The daily scrum is an element of → Scrum.

Definition of done A list of criteria which must be met before a product → increment is considered to be completed. Typically, the definition of done is created by the → development team and displayed prominently in the team room.

Definition of ready	Criteria that a product backlog item must meet prior to being accepted into an upcoming → iteration.
Design	<ol style="list-style-type: none">1. A plan or drawing produced to show how something will look, function or be structured before it is made.2. A decorative pattern [This meaning does not apply in the software engineering domain].3. The activity of creating a design. <p>In software product development, we distinguish between <i>creative design</i> which determines the functions as well as the look and feel of the product, and <i>technical design</i> (also called <i>software design</i>) which determines the inner structure of the product, in particular the software architecture.</p>
Development team	A group of professionals who develop a (software) → product. → Agile development aims at working with → cross-functional teams.
Epic	<ol style="list-style-type: none">1. (General) A long book that tells a story about a hero's adventures or other exciting events.2. (In Agile) A high-level, abstract description of a ↑ stakeholder need which has to be addressed in the → product being developed. Epics are typically larger than what can be implemented in a single → iteration.
Implementation	The activity of coding and testing a piece of software.
Increment (in software development)	An addition to a ↑ system under development that extends, enhances or refactors (→ Refactoring) the existing parts of the ↑ system. In → Agile development, every → iteration produces an increment.
Inspect & adapt	A basic principle of → Scrum: After each → sprint, both the developed results and the development practices are <i>inspected</i> . Then, the product goals and development practices are <i>adapted</i> accordingly.

Iteration	<ol style="list-style-type: none">1. (General) The repetition of something, for example, a procedure, a process or a piece of program code.2. (In Agile) A → timeboxed unit of work in which a → development team implements an → increment to the → product under development. In → Scrum, the ↑ requirements to be implemented are given in the → sprint backlog.
Method	The systematic application of one or more coherent → techniques to achieve a certain objective and/or to create an ↑ artifact.
Methodology	<ol style="list-style-type: none">1. The systematic study of → methods in a particular field, in particular, how to select, apply or evaluate methods systematically in a given situation.2. A set of methods being applied in some combination.
Minimal marketable product	A product with the smallest possible ↑ feature set that has a market value and can be shipped to customers / end users.
Minimal viable product	<p>A minimal version of a new → product that allows the → development team to learn about customer acceptance of the product.</p> <p>A MVP tries to maximize the return on investment in terms of customer feedback while minimizing the risk (in terms of development cost).</p>
Persona	In user-centered design and marketing, personas are fictional characters created to represent the different user types that might use a site, brand, or product in a similar way.
Planning Poker	An agile estimation technique
Potentially releasable	An → increment that has sufficient maturity to be ↑ released to the customer

**product
increment**

Product (in the context of software) A software-based ↑system or service which is developed and marketed by a supplier and used by customers.

Product backlog An ordered, typically prioritized collection of work items that a →development team has to work on when developing or evolving a →product. Items include ↑requirements, bugs to be fixed, or →refactorings to be done.

Product owner A person responsible for a →product in terms of functionality, value and risk. The product owner maintains and prioritizes the →product backlog, makes sure that the ↑stakeholders' ↑requirements as well as market needs are elicited and adequately documented in the product backlog and represents the stakeholders when communicating with the →development team.

Refactoring The improvement of the internal quality of source code, particularly the structure of the code, without changing its observable behavior.

Reference story A (well understood) →user story used as a reference for relative sizing of other →backlog items

Refinement Breaking an item down into finer grained parts.

Roadmap (in agile) A high-level plan that describes how the product is likely to grow.

Scrum A popular framework for →Agile development of a →product. Scrum introduces the roles of →product owner, →Scrum master and →development team. The product is developed in →time-boxed →sprints.

Scrum master The coach of the →development team and the →product owner when using →Scrum, guiding them to apply Scrum properly.

Spike	A task aimed at answering a question or gathering information, rather than at producing a product increment.
Sprint	An → iteration in → Agile development, particularly when using → Scrum.
Sprint backlog	A set of → product backlog items that is selected to be implemented in the current → sprint.
Story	→ User story
Story map	A two-dimensional arrangement of → user stories. Helps to understand the functionality of the → product, identify gaps and plan → releases.
T-approach	An analysis approach to prioritize work. It refers to the picture of the letter T: The horizontal line suggests to analyze a topic in full breath first, while the vertical line suggests to dig deeper into selected parts.
T-Shirt Sizing	An agile technique for relative estimation of backlog items
Technique	A coherent set of actions or procedures for accomplishing a task or achieving an objective.
Theme (in Agile development)	A collection of related → user stories.
Timebox	A fixed, non-extendable amount of time for completing a set of tasks.
Upfront	Characterizes work or activities to be performed at the beginning of a development project, before → Agile development can start.
User story	A description of a need from a user's perspective together with the expected benefit when this need is satisfied. User stories are typically written in natural language using a given ↑ phrase template. In → Agile development, user stories are the main means for

communicating needs between a → product owner and the → development team.

Velocity (in agile)

The development capacity of a team in terms of the average amount of work that the team can complete in an iteration.

German-English Dictionary / Begriffswörterbuch Deutsch-Englisch

German / Deutsch	English / Englisch
Agilität, agil	Agile
Anforderung	Requirement
Artefakt	Artifact
Burndown-Chart	Burndown chart
Cross-funktionales Team	Cross-functional team
Daily Scrum	Daily scrum
Definition of Done	Definition of done
Definition of Ready	Definition of ready
Design, designen	Design
Entwicklungsteam	Development team
Epic	Epic
Feature	Feature
Implementierung	Implementation
Inkrement (in der Softwareentwicklung)	Increment (in software development)
Inspect and Adapt	Inspect & adapt
Iteration	Iteration
Methode	Method
Methodologie	Methodology
Minimal Marketable Product (MMP)	Minimal marketable product (MMP)
Minimal Viable Product (MVP)	Minimal viable product (MVP)
Product Backlog	Product backlog
Product Owner	Product owner

Produkt (im Zusammenhang mit Software)	Product (in the context of software)
Refactoring	Refactoring
Release	Release
Satzschablone	Phrase template
Scrum	Scrum
Scrum Master	Scrum master
Spike	Spike
Sprint	Sprint
Sprint Backlog	Sprint backlog
Stakeholder	Stakeholder
Story	Story
Story-Map	Story map
System	System
Technik	Technique
Thema (in der agilen Entwicklung)	Theme (in Agile development)
Timebox	Timebox
User-Story	User story
Verfeinerung	Refinement
Vision	Vision
Vorab-, vorab	Upfront

REFERENCES

[Glinz2014] Glinz, M.: A Glossary of Requirements Engineering Terminology, Version 1.6.
<https://www.ireb.org/downloads/#cpre-glossary>, 2014, last visited January 2017

[Scrum2017] Sutherland, J.; Schwaber. K. Scrum Guide: <http://www.scrumguides.org/scrum-guide.html>