



Universidade de Brasília Faculdade UnB Gama

01 - Foram dados exatos 100 dólares imaginários para o grupo de priorização?

Give the prioritization team 100 imaginary dollars to work with. Team members allocate these dollars to "buy" items that they would like to have implemented from the complete set of candidate requirements. They weight the higher-priority requirements more heavily by allocating more dollars to them. If one requirement is three times as important to a stakeholder as another requirement, she would assign perhaps nine dollars to the first requirement and three dollars to the second. But 100 dollars is all the prioritizers get—when they are out of money, nothing else can be implemented, at least not in the release they are currently focusing on. One approach is to have different participants in the prioritization process perform their own dollar allocations, then add up the total number of dollars assigned to each requirement to see which ones collectively come out as having the highest priority.

Referência: WIEGERS, Karl; BEATTY, JOY. Software Requirements Third Edition, p. 321.
Autor: Arthur Guilherme

02 - Cada membro do grupo fez sua própria alocação de seus dólares aos requisitos?

\$100

Grupo G

Prioritization is about thoughtfully allocating limited resources to achieve the maximum benefit from the investment an organization makes in a project. One way to make prioritization more tangible is to cast it in terms of an actual resource: money. In this case, it's just play money, but money nonetheless.

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03 - Os requisitos que não tiveram dólares alocados foram considerados com o valor 0?

\$100

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04 - Não há requisitos que ultrapassem 100 dólares?

\$100

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05 - A soma de todos os dólares alocados não ultrapassa 100 dólares?

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06 - Os integrantes do grupo de priorização foram instruídos a evitar manipulações de valores?

The hundred-dollar approach is not a bad way to get a group of people to think in terms of allocating resources based on priority. However, Davis (2005) points out several ways that participants can "game" the process to skew the results. For instance, if you really, REALLY want a particular requirement, you might give it all 100 of your dollars to try to float it to the top of the list. In reality, you'd never accept a system that possessed just that single requirement, though. Nor does this scheme take into account any concern about the relative amount of effort needed to implement each of those requirements. If you could get three requirements each valued at \$10 for the same effort as one valued at \$15, you're likely better off with the three. The scheme is based solely on the perceived value of certain requirements to a particular set of stakeholders, a limitation of many prioritization techniques.

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07 - Os dólares foram alocados de acordo com os interesses dos membros?

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08 - Cada requisito teve suas médias dos valores recebidas?

\$100

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