

Critical Skills for Writing Better Requirements

8 PMI PDUs | 8 IIBA CDUs



Razvan Radulian
Instructor

Format: Live Instructor-Led
Online through Zoom

Date: May 4 - 5, 2026

Time: 12:00 PM - 4:30 PM ET

Price: \$400 per person

To register:

Email Chris Remmert
cremmert@nysforum.org
and indicate the course
title in the subject line.

Technology and Attendance

Requirements:

Computer with a browser, Zoom, a microphone and speaker. For this workshop, camera should be on if possible and you must be actively participating.

Good requirements are crucial for any type of product development. Begin with the end in mind, have a clear vision of success and articulate the customer needs in clear, testable ways that work for different stakeholders in the software development lifecycle.

Industry studies around the world suggest that five out of every six software projects fail or are “challenged” - over time and/or over budget. Looking through a requirements lense, we see that some of the main contributors are:

- A poor understanding of the VISION or expected business outcome affecting top-down requirements practices
- Poorly defined requirements, especially the lack of emphasis on Quality or Non-Functional requirements
- Poor management of changes to requirements (affecting scope management in particular)
- Insufficient customer and user involvement in defining, confirming and managing requirements.

A vague understanding of expected business outcomes combined with insufficient skills to write, communicate and control effective requirements (whether for Agile or more linear approaches to software development) will lead to the invention of requirements usually by the programmer. But the decisions that software developers make are often different from the decisions a subject matter expert would make under the same circumstances. Where a project fails - it is often seen as a direct result of poor requirements practices.

This hands-on one-day (2 x half day remote sessions) workshop builds on your existing business analysis knowledge through practical exercises and examples.

Learning Outcomes

- What is a requirement?
- Characteristics of good requirements
- Requirement types and levels
- Business rules and other constraints
- Deriving requirements from use cases
- Deriving requirements from user stories
- Deriving requirements from data models
- Maintaining requirements as change happens
- Requirements in agile projects