

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

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.

In software product development, we distinguish between *creative design* which determines the functions as well as the look and feel of the product, and *technical design* (also called *software design*) which determines the inner structure of the product, in particular the software architecture.

Development team A group of professionals who develop a (software) → product. → Agile development aims at working with → cross-functional teams.

Epic

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 *inspected*. Then, the product goals and development practices are *adapted* 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 product increment | An → increment that has sufficient maturity to be ↑ released to the customer |

| | |
|---|--|
| 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 | <p>A description of a need from a user's perspective together with the expected benefit when this need is satisfied.</p> <p>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.</p> |

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.



French–English Dictionary / Dictionnaire Français-Anglais

| French / Français | English / Anglais |
|--|--|
| Agile | Agile |
| Exigence | Requirement |
| Artefact | Artifact |
| Burndown Chart | Burndown chart |
| Equipe fonctionnelle transverse | Cross-functional team |
| Scrum quotidien | Daily Scrum |
| Définition de fini | Definition of Done |
| Définition de prêt | Definition of Ready |
| Conception | Design |
| Equipe de développement | Development team |
| Epic | Epic |
| Caractéristique | Feature |
| Implémentation | Implementation |
| Incrément (en développement logiciel) | Increment (in software development) |
| Inspection & Adaptation | Inspect & adapt |
| Itération | Iteration |
| Méthode | Method |
| Methodologie | Methodology |
| Minimal Marketable Product (MMP) | Minimal Marketable Product (MMP) |
| Minimal Viable product (MVP) | Minimal Viable product (MVP) |
| Backlog du produit | Product Backlog |
| Product Owner | Product Owner |

French / Français

English / Anglais

Produit (dans le contexte logiciel)

Product (in the context of software)

Refactoring

Refactoring

Release

Release

Gabarit de phrase

Phrase template

Scrum

Scrum

Scrum Master

Scrum Master

Spike

Spike

Sprint

Sprint

Backlog de sprint

Sprint Backlog

Partie prenante

Stakeholder

Story

Story

Story map

Story map

Système

System

Technique

Technique

Thème (en développement Agile)

Theme (in Agile development)

Bloc de temps

Timebox

User Story

User story

Remaniement

Refinement

Vision

Vision

En avant

Upfront

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 |

German / Deutsch

English / Englisch

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

Italian-English Dictionary / Dizionario Italiano-Inglese

| Italian / Italiano | English / Inglese |
|---|--|
| Agile | Agile |
| Requisito | Requirement |
| Artefatto | Artifact |
| Grafico burndown | Burndown chart |
| Team cross-funzionale | Cross-functional team |
| Daily Scrum | Daily Scrum |
| Definizione di done | Definition of Done |
| Definizione di ready | Definition of Ready |
| Progettazione | Design |
| Team di sviluppo | Development team |
| Epica | Epic |
| Feature | Feature |
| Implementazione | Implementation |
| Incremento (nello sviluppo software) | Increment (in software development) |
| Ispezione & adattamento | Inspect & adapt |
| Iterazione | Iteration |
| Metodo | Method |
| Metodologia | Methodology |
| Prodotto minimo commercializzabile (MMP) | Minimal Marketable Product (MMP) |
| Prodotto minimo utilizzabile (MVP) | Minimal Viable product (MVP) |
| Product Backlog | Product Backlog |
| Product Owner | Product Owner |

Italian / Italiano

English / Inglese

Prodotto (nel contesto del software)

Product (in the context of software)

Refactoring

Refactoring

Rilascio

Release

Template della frase

Phrase template

Scrum

Scrum

Scrum Master

Scrum Master

Spike

Spike

Sprint

Sprint

Sprint Backlog

Sprint Backlog

Soggetto interessato

Stakeholder

Story

Story

Story map

Story map

Sistema

System

Tecnica

Technique

Tema (nello sviluppo Agile)

Theme (in Agile development)

Timebox

Timebox

User story

User story

Affinamento

Refinement

Vision

Vision

Upfront

Upfront

Persian-English Dictionary /
فرهنگ لغت فارسی - انگلیسی

| Persian / فارسی | English / انگلیسی |
|--------------------------------|--|
| اپیک | Epic |
| مقدماتی | Upfront |
| اسپایک | Spike |
| اسپرینت | Sprint |
| اسکرام | Scrum |
| اسکرام روزانه | Daily Scrum |
| اسکرام مستر | Scrum Master |
| اصلاح | Refinement |
| انتشار | Release |
| اینکریمنت (در توسعه نرم افزار) | Increment (in software development) |
| بازرسی و سازگاری | Inspect & adapt |
| بازسازی | Refactoring |
| بک لاگ اسپرینت | Sprint Backlog |
| بک لاگ محصول | Product Backlog |
| پیاپی سازی | Implementation |
| تعریف آماده | Definition of Ready |
| تعریف تمام شده | Definition of Done |
| تکرار | Iteration |

| Persian / فارسی | English / انگلیسی |
|--------------------------------------|---|
| تکنیک | Technique |
| تِم (در توسعه چابک) | Theme (in Agile development) |
| تیم توسعه | Development team |
| تیم چند عملکردی | Cross-functional team |
| چابک | Agile |
| چشم‌انداز | Vision |
| داستان | Story |
| داستان کاربر | User story |
| دوره زمان ثابت | Timebox |
| ذینفع | Stakeholder |
| روش | Method |
| سیستم | System |
| طراحی | Design |
| فراورده | Artifact |
| قالب عبارت | Phrase template |
| کمینه محصول پذیرفتنی (MVP) | Minimal Viable product (MVP) |
| کمینه محصول قابل عرضه به بازار (MMP) | Minimal Marketable Product (MMP) |
| مالک محصول | Product Owner |
| متدولوژی | Methodology |
| محصول (در زمینه نرم‌افزار) | Product (in the context of software) |

Persian / فارسی

English / انگلیسی

نقشه داستان

Story map

نمودار پرن‌داون

Burndown chart

نیازمندی

Requirement

ویژگی

Feature

Portuguese (Brazil)-English Dictionary / Dicionário Português (Brasil)-Inglês

| Portuguese / Português | English / Inglês |
|---|-------------------------------------|
| Ágil | Agile |
| Requisito | Requirement |
| Artefato | Artifact |
| Gráfico de Burndown | Burndown chart |
| Time Multifuncional | Cross-functional team |
| Reunião diária | Daily Scrum |
| Definição de "Concluído" | Definition of Done |
| Definição de "Preparado" | Definition of Ready |
| Desenho | Design |
| Time de Desenvolvimento | Development team |
| Épico | Epic |
| Feature/Funcionalidade | Feature |
| Implementação | Implementation |
| Incremento (no desenvolvimento de software) | Increment (in software development) |
| Inspecionar e Adaptar | Inspect & adapt |
| Iteração | Iteration |
| Método | Method |
| Metodologia | Methodology |
| Produto Mínimo Comercializável | Minimal Marketable Product (MMP) |
| Produto Mínimo Viável | Minimal Viable product (MVP) |
| Backlog do Produto | Product Backlog |

| Portuguese / Português | English / Inglês |
|--|---|
| Product Owner | Product Owner |
| Produto (no contexto de software) | Product (in the context of software) |
| Refatorar | Refactoring |
| Release | Release |
| Template Modelo de Sentença Frase | Phrase template |
| Scrum | Scrum |
| Scrum master | Scrum Master |
| Spike | Spike |
| Sprint | Sprint |
| Backlog da sprint | Sprint Backlog |
| Stakeholder | Stakeholder |
| Story/História | Story |
| Story map/Mapa de Histórias | Story map |
| Sistema | System |
| Técnica | Technique |
| Tema (no desenvolvimento ágil) | Theme (in Agile development) |
| Timebox/Prazo Delimitado | Timebox |
| User Story/História do Usuário | User story |
| Refinamento | Refinement |
| Visão | Vision |
| Adiantado | Upfront |

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<https://www.ireb.org/downloads/#cpre-glossary>, 2014, last visited January 2017

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