

Presentation Abstract

Presentation Title	Object/Model/Feature Games
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Presentation Abstract	<p>These 'games' present material in a participatory manner that enhances the value and retention of the material covered. The goal is show people how to accurately represent real world objects in a systems perspective that allows analysts, developers, and stakeholders to view complex systems in a comprehensive manner which augments our understanding of the systems being studied. (Regardless of whether we are building, reviewing, IV&Ving, or testing the system.)</p> <p>Object Game – Covers the basics for identifying objects in real world systems in an IV&V context.</p> <p>Model Game – Shows how to identify relationships between objects, identifying possible interfaces, and areas of interest to IV&V practitioners, focusing on using the relationships to discover issues during validation and verification activities.</p> <p>Feature Game – Shows how to identify behaviors that are of interest to IV&V and use the behaviors in validation and verification activities.</p>