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Chapter 16: Learning to Become a Creative Systems Analyst

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Summary: The important role of creativity has increasingly been recognized in requirements engineering (RE), an early stage in the life cycle of systems development. Although creativity plays an important role in the discovery, exploration and structuring of the conceptual space of the requirements problem, creativity has not yet been accepted as an essential ingredient of teaching and learning in RE. This chapter describes a novel approach to learning in RE that synthesizes different dimensions of constructivist learning and creativity education theory to support creative problem exploration and solving in RE. This learning approach will be illustrated through a training environment consisting of face-to-face classroom and on-line activities, as well as, computer-based simulation.

Keywords: Learning, Learners, Creativity, Requirements Analysis