

Tutorial

*i** Strategic Rationale Modelling

Centre for HCI Design

Modelling a Fast Food Restaurant

Learning objective

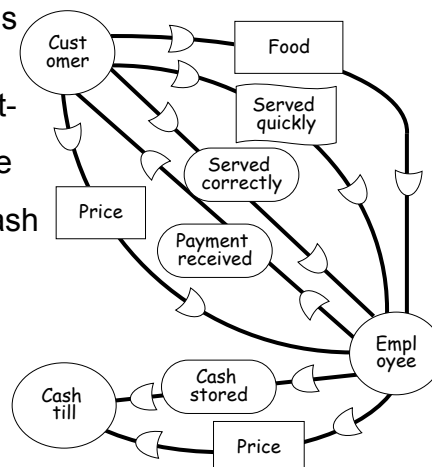
- To practice modelling *i** strategic rationale models

Problem

- Think about a typical fast-food outlet. A customer depends on an employee for food. To do this the employee uses a new cash till - the new system - to support this work

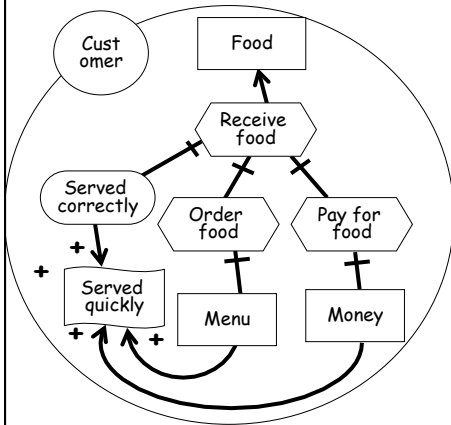
Task

- Produce an *i** strategic rationale model for SD model shown right





Fast Food *i** SR Model



Fast Food *i** SR Model

