

## Tutorial Week 5

### *i\** Strategic Rationale Modelling

Centre for HCI Design

## Modelling a Fast Food Restaurant

### Learning objective

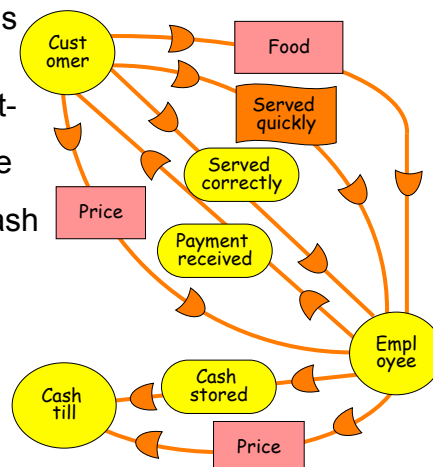
- To practice modelling *i\** strategic rationale models

### 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

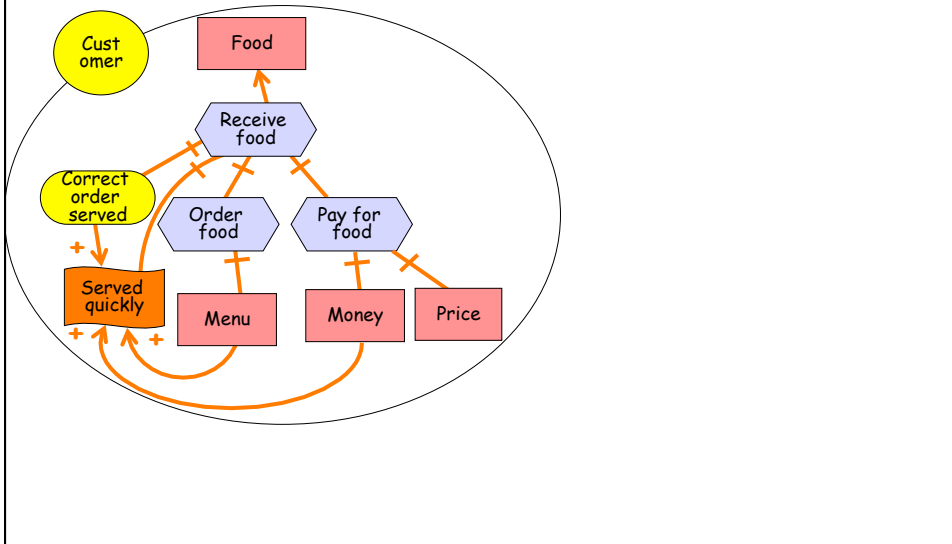
### Task

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





### Fast Food *i\** SR Model



### Fast Food *i\** SR Model

