

# **Information Systems Analysis & Design (M8748)**

## **Tutorial 22**

1. What is the difference between 'methodology' and 'method'?
2. Distinguish between 'task' and 'technique', and give some examples of each.
3. What are the three logical views of an information system?
4. Explain the key elements in the philosophy of the USDP.
5. In what ways does the participative design approach agree with object-oriented approaches, such as OPEN and the USDP?
6. How does the full USDP approach differ from the simplified approach followed in this book?
7. Name the five levels of Humphrey's model of process maturity.
8. Distinguish between the hard systems view and the soft systems view.
9. Why might a methodology based on a hard systems approach be unsuccessful in a situation where the goals of the organization are unclear?
10. What general advantages are claimed for using a methodology?
11. What might be the disadvantages of using an inappropriate methodology?