

## **Teaching Case**

### **A Systems Analysis Role Play Case: We Sell Stuff, Inc.**

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#### **ABSTRACT**

Most systems development projects incorporate some sort of life cycle approach in their development. Whether the development methodology involves a traditional life cycle, prototyping, rapid application development, or some other approach, the first step usually involves a system investigation, which includes problem identification, feasibility study, cost-benefit analysis, and project planning. This topic is normally covered in introductory information systems courses taken by business students, as well as in systems analysis courses taken by information systems majors. This paper presents a role-play case of a fictional company, We Sell Stuff, Inc., giving students an opportunity to apply knowledge of systems investigation issues in a group setting. Three roles are described, along with an outline of project plan deliverables.

**Keywords:** Systems analysis, SDLC investigation phase, role-play, feasibility, cost-benefit analysis, IS management, user requirements.