Abstract

Though various studies were conducted in software development methodologies, still there are some inconsistency between the educational requirements and software dynamics. Software
Development Life Cycle (SDLC) provides various phases to develop software based on user requirements. The basic idea of this research is to identify the gaps between the educational requirements and software potentials. This research identifies the common requirements of educational software for its maximum usage in the educational processes with its complete capabilities. A viewpoint hierarchy for entities of educational software has been defined in this paper. Also, system models using SDLC analysis phase in educators and learners perspectives have been defined and constructed.

Reference

- Gurell, Seth. (2008) – “Applying Software Development Paradigms to Open Educational Software” – eLearning Papers - Nº 10 • September 2008 • ISSN 1887-1542
- O'Sullivan, Mary Low., and Samarawickrema, Gayani., (2008) - “Changing learning and teaching relationships in the educational technology landscape” - Proceedings ascilite Melbourne 2008:
- Solomonidou, Christina., (2009) – “Constructivist design and evaluation of interactive educational software: a research-based approach and examples” - The Journal for Open and Distance Education and Educational Technology - Volume 5, Number 1, 2009 - ISSN: 1791-9312
- Flemmer, Chip., - Technology's Influence on SCLEs – Visited and Retrieved on 16.03.2011 from https://sites.google.com/a/boisestate.edu/edtech504/lflemmer
Educational Software Development – Users Requirement Analysis

http://radicalpedagogy.icaap.org/content/issue1_2/02kanuka1_2.html on 16.03.2011
- Prensky, Marc., (2003) –“Proposal for Educational Software Development Sites - An open source tool to create the learning software we need”


**Index Terms**

Computer Science  
Data Mining

**Key words**

Educational Software  
Educational Processes

Software Development Life Cycle (SDLC)

Educational Software System Model