Guidelines for WikiWinWin

WikiWinWin Guideline

General permission to make fair use in teaching or research of all or part of these guidelines is granted to individual readers, provided that the copyright notice of the Center for Software Engineering at the University of Southern California is given, and that reference is made to this publication. To otherwise use substantial excerpts or the entire work requires specific permission, as does reprint or republication of this material.
## Version History

<table>
<thead>
<tr>
<th>Date</th>
<th>Author</th>
<th>Version</th>
<th>Changes made</th>
</tr>
</thead>
<tbody>
<tr>
<td>09/08/07</td>
<td>Da Yang</td>
<td>1.0</td>
<td>• Initial Version</td>
</tr>
<tr>
<td></td>
<td>Di Wu</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Barry Boehm</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Winsor Brown</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Supannika</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Koolmanojwong</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Table of Contents

VERSION HISTORY ........................................................................................................ 2
TABLE OF CONTENTS ................................................................................................... 3
PART I GENERAL GUIDELINES .................................................................................. 4
A. WIKIWINWIN OVERVIEW ....................................................................................... 4
   1. WinWin Negotiation ............................................................................................. 4
   2. WikiWinWin ........................................................................................................ 4
B. SET UP WINWIN NEGOTIATION CONTEXT ....................................................... 6
   1. Identify and engage stakeholders ......................................................................... 6
   2. Get tutorials on WikiWinWin ............................................................................... 8
   3. Stakeholder kickoff meeting ............................................................................... 8
   4. Define terminologies and project usage context ................................................. 9
   5. Review and expand negotiation topics ............................................................... 9
C. NEGOTIATEWIOA ............................................................................................. 10
   1. Overview of the negotiation process .................................................................. 10
   2. Negotiate WIOAs with WikiWinWin ................................................................. 11
D. CONTINUOUS REFINEMENT OF WIOA ......................................................... 18

PART II SPECIAL GUIDELINES FOR SHAPERS ............................................... 19
A. SET UP WINWIN NEGOTIATION CONTEXT .................................................... 19
   1. Setup Stakeholder access to project Web ......................................................... 19
   2. Input stakeholder contact information and roles .............................................. 19
B. NEGOTIATEWIOA ............................................................................................ 20
   1. Update Terminology ......................................................................................... 20
   2. Add new Win Condition Category ..................................................................... 21
   3. Review and rewrite Win Conditions ................................................................. 22
   4. Facilitate Prioritizing Win Conditions .............................................................. 22
   5. Identify and input issues .................................................................................... 25
   6. Identify and input options ................................................................................ 25
   7. Generate agreements ...................................................................................... 25
   8. Check WinWin Equilibrium ............................................................................. 26
   9. Generate WinWin negotiation reports ............................................................ 27
  10. Monitor WIOA changes .................................................................................... 27
Part I General Guidelines

A. WikiWinWin Overview

1. WinWin Negotiation

The system development will involve different stakeholders with diverse perspectives, backgrounds, abilities and expectations. And the project can be fully successful if and only if the stakeholders can collaborate and make everyone a winner.

The WinWin approach is a set of principles, practices and tool, which enables a set of interdependent stakeholders to work out a mutually satisfactory (win-win) set of shared commitments. For defining system requirements, the WinWin negotiation model defines 4 types of artifacts – Win Condition, Issue, Option, and Agreement (WIOA). Figure 1 illustrates their relationships.

- **Win Condition** – captures individual stakeholders’ desired objectives.
- **Issue** – captures conflicts between win conditions and their associated risks and uncertainties.
- **Option** – Identifies candidate solutions to resolve an issue.
- **Agreement** – captures shared commitment of stakeholders with regard to accepted win conditions or adopted options.

2. WikiWinWin

WikiWinWin is a WinWin requirements negotiation support system based-on the wiki technology. It includes a stakeholder collaboration process and a corresponding support tool.

2.1 Overview of WikiWinWin Process

As figure 2 shows, the WikiWinWin negotiation process begins with setting up the negotiation context, proceeds to negotiate the WIOAs (win conditions, issues, options, and agreements), and continuously refines the negotiation as a project proceeds. The initial negotiation results will be used to generate the SSRD (System and Software Requirements Description).
The following sections explain the WikiWinWin requirements negotiation process, and provide instructions on how to use the WikiWinWin tools.

2.2 WikiWinWin user types

There are two main kinds of WikiWinWin users: a) persons who act as the “Shapers”, and b) other participants who act as “Personal Knowledge Contributors (PKCs)”. 
Guidelines for WikiWinWin

The roles of Shaper and PKC represent different levels of participation in wiki-based collaboration. PKCs primarily contribute their personal knowledge to the wiki while shapers, who may also be PKCs, contribute by integrating, distilling, organizing & rewriting contributions of others. In WikiWinWin, all stakeholders will play as PKCs and optionally as Shapers in expressing their ideas, win conditions, and shared knowledge. A facilitator, who could be an appropriately-skilled stakeholder, will serve to initialize the WinWin process and also participate as a shaper, who will encourage PKCs to express their ideas, moderate the negotiation process, and help to shape stakeholders’ inputs.

B. Set up WinWin Negotiation Context

It is very important to set up a good context for effective WinWin requirements negotiation. Effective negotiation requires developers to learn more about the client’s and user’s world, while clients and users learn more about what is technically feasible. When the developers are unfamiliar with the project background knowledge, they should complete more learning work before the negotiation, e.g. student developers can fail to raise key issues and questions during the first WinWin requirements negotiation because they have little knowledge about the project background. Furthermore, the information from prototyping and COTS assessment reports that emerge as projects proceed should also be easily incorporated into the context to facilitate the negotiation.

1. Identify and engage stakeholders

This step includes identifying stakeholders, recording their contact information, and mapping negotiation roles to stakeholders. Developers should begin by visiting the clients and getting a top-level understanding of their operational context. Each stakeholder can have a wiki role and a project role, which together will determine the stakeholder’s responsibilities during WikiWinWin negotiation.

The wiki roles include Shaper and Personal Knowledge Contributor (PKC). The project roles may include client, user, maintainer, developer, administrator, etc. You can add more or drop some project roles for your project if required.

<table>
<thead>
<tr>
<th>Wiki Roles</th>
<th>Project Roles</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shaper, Personal Knowledge Contributor (PKC)</td>
<td>Client, User, Maintainer, Developer, administrator, etc.</td>
</tr>
</tbody>
</table>

Table 1: Stakeholder Roles

Stakeholders will register with Twiki and activate their membership. After that, shaper will setup stakeholders’ access to the project Web.

Register with Twiki

Stakeholders register with Twiki to obtain user name and password. Stakeholders complete all required fields on TwikiRegistration page. Twiki will create a default WikiName using FirstName and LastName. Stakeholders should NOT use other WikiName unless it is necessary.
Activate membership

Once register, Stakeholders will receive an email from Twiki. Stakeholders then use the code in the email to activate membership.

Note: You will see this message after you activate. This is because you have not been assigned any access right. Click “OK” to ignore the message.
2. Get tutorials on WikiWinWin

The stakeholders will get tutorials on the WikiWinWin negotiation process and tools before negotiation.

3. Stakeholder kickoff meeting

The stakeholder kick-off meeting initiates a collaborative learning process by adopting the following practices.

i) Appoint a “Learning” facilitator

ii) Start meetings with learning objectives

Before the meeting, the project team should prepare a list of role-based learning objectives. The list should cover and extend the example in Table 2.

iii) Stakeholders should get familiar with WinWin WIOA structure (win conditions, issues, options, and agreements).

iv) The meeting will be ended with assessment of learning by going back to the stakeholders’ learning objectives, checking whether these objectives are all satisfied, summarizing the knowledge learned concerning each learning objective, and identifying future needs.

<table>
<thead>
<tr>
<th>Role</th>
<th>Learning objectives</th>
</tr>
</thead>
<tbody>
<tr>
<td>Developers</td>
<td>1. Understand the current system</td>
</tr>
<tr>
<td></td>
<td>2. Understand the type of system to be built</td>
</tr>
<tr>
<td></td>
<td>3. The target user(s) for the system</td>
</tr>
<tr>
<td></td>
<td>4. Critical domain knowledge for the system</td>
</tr>
<tr>
<td>Client</td>
<td>1. Technology feasibility</td>
</tr>
<tr>
<td></td>
<td>2. Project risks</td>
</tr>
</tbody>
</table>

Table 3: Kickoff Meeting Objectives

After the meeting, shaper should update the learning objectives, assessment of learning, and related information to the WikiWinWin system.

WikiWinWin_Guideline_V1.0 - 8 - Version Date: 09/08/2007
4. Define terminologies and project usage context

This step helps to develop a mutual understanding of language and to eliminate ambiguous concepts and terms. Stakeholders identify and define the terms that have special meaning within the context of project. Stakeholders are encouraged to contribute project related information like project background information, COTS assessments, prototypes, etc. to facilitate the requirements negotiation. These types of information are usually boundary objects, which can contribute to the collaborative learning of stakeholders.

Define terminologies:

Select “Define terminologies and requirements related information” from the Project WebHome.

Choose a terminology table, click the “edit” button, and then can add, delete, or modify terminologies.

5. Review and expand negotiation topics

WikiWinWin has a basic taxonomy for the negotiation topics. These topics cover the SSRD section in the LeanMBASE Guideline. Stakeholders are encouraged to review and tailor the initial set of topics so that all topics are relevant to your project. In addition, stakeholders should include both tangible and intangible win conditions that are not going into the SSRD document but are critical to the project success. Such win conditions often include ROI, cost estimation, benefit realization, etc.
If certain negotiation topic is not applicable to your project, it should be noted as “Not applicable” or “N/A” with a short explanation of why it is not applicable.

After stakeholders proposed new Win Condition category, Shaper will add them to the taxonomy.

**Add a proposed Win Condition Category:**

Select “Review and expand win condition categories” from the Project WebHome.

<table>
<thead>
<tr>
<th>Activity</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brainstorm win conditions</td>
<td>Stakeholders share their goals, perspectives, view, background, and expectations by gathering statements about their win conditions.</td>
</tr>
<tr>
<td>Converge on win conditions</td>
<td>Stakeholders jointly craft a non-redundant list of clearly stated, unambiguous win conditions by considering all ideas contributed in the brainstorming session.</td>
</tr>
<tr>
<td>Prioritize win conditions</td>
<td>Stakeholders rate the relative importance and ease of implementation for each win condition.</td>
</tr>
<tr>
<td>Agree on win condition or</td>
<td>Stakeholders either agree on a win condition or raise related issues, which may be conflicts</td>
</tr>
</tbody>
</table>
2. Negotiate WIOAs with WikiWinWin

2.1 Brainstorm win conditions

Brainstorming session helps to surface as many Win Condition as possible in a short period of time. During brainstorming, stakeholders 1) identify what they want from the proposed system, 2) learn what others want from the proposed system, 3) expand and clarify what they want by reading what others want. It is necessary to use each taxonomy element through the various Win Conditions. It is also necessary to provide clear description and explain the rationale for proposed Win Conditions.

In an iterative negotiation, the source of brainstorming ideas can also be negotiation results from earlier cycles that are to be refined and elaborated.

Add a new brainstorming idea:

In the Win Condition Category page, type in brainstorming idea in the comment box; then click “Add Comment”.

This task will repeat until stakeholders finish inputting brainstorming ideas for all the applicable Win Condition categories.

2.2 Converge on win conditions

After all stakeholders input their win conditions, shaper will review all win conditions, remove duplications, and prepare a clean and converged set of win conditions. Stakeholders then review and discuss all the win conditions in each category. Stakeholder may: 1) argue the meaning of Win Condition, 2) expand on it by adding detail, 3) enter a completely new Win Condition. At the end of discussion, stakeholders converge on a shared understanding of these Win Conditions.

View converged set of Win Conditions:
Add a new Win Condition:

Input Name and Description for the Win Condition; then click “Add New Win Condition”. The edit page will display. At the bottom of the page Choose Win Condition State as “Not Agreed”; then click “Save”.

To add comment to a Win Condition:

Click on the Win Condition from Win Condition list. The Win Condition page will open. Input comment in the comment box, click Add Comment.
2.3 Prioritize win conditions

At this step, stakeholders express their opinion about the merits of Win Conditions. Shaper will prepare a page for each stakeholder to rate priorities. Stakeholders evaluate the Win Conditions by rating each one on a scale from 1 to 10 for each of two criteria: 1) Business Importance shows the relevance of a Win Condition to project/ company success; 2) Ease of Implementation indicates perceived technical or economic constraints implementing a Win Condition. Developers focus on technical issues, while clients and users prioritize business relevance.

Stakeholders should bypass prioritizing a specific item if he is not confident about the criteria. For example, developers may bypass prioritizing on business importance; user may bypass prioritizing on Ease of Implementation.

At the end, shaper will collect and summarize the results from each stakeholder.

**Priority Panel**

You are here: TWiki > CaseStudyProject Web > SurveyPanels

*PageForSue*

*PageForVv*

*PageForDa*

*PageForDi*

*PageForYe*

*PageForAlex*

*PageForTom*

**Priority Form**

Stakeholders may prioritize win conditions in terms of two criteria: 1) Business Importance 2) Ease of Implementation.
Guidelines for WikiWinWin

Input priority

Click on the “Edit” button at the bottom of the survey form.

Prioritize on business importance

With the rate of 10, 0-low and 10-high, the stakeholders will rate their opinion on each win condition about the degree of business importance. For example, the win condition says “The project must be completed in 24 weeks”, if the client needs the project to be done in 24 weeks, the client will rate it very high, such as 9 or 10.

Prioritize on implementation

With the rate of 10, 0-low and 10-high, the stakeholders will rate their opinion on each win condition about the degree of easy in implementation. For example, the win condition says “The system shall provide result in XML format”, the developer who thinks that it is very difficult to implement then the developer will rate it very low, such as 0 or 1.
2.4 Agree on win condition or identify issues

After analyzing the survey result, the shaper will see some discrepancy, and then, the stakeholders and shaper will identify the possible issue for the corresponding win condition. For the win condition that has no issue, the shaper will tag agree on that win condition. For Win Conditions with low consensus, stakeholders should explore reasons behind their differences in opinion about a Win Condition. Unarticulated project information may emerge during the discussion, such as project constraints, assumptions, unshared information, or hidden agenda. After identifying the potential issue, the stakeholders and shaper will add all possible issues into the negotiation tool.

View results:

Add issue to a Win Condition:

Click Add New Issue from the Win Condition page. At the bottom of edit page, fill out the Issue form. Indicate Issue State as “Not Agreed”. Then click on Save.
2.5 Provide options

Stakeholders review each Issue and provide candidate options to resolve it.

Add Comment to an Issue:

Click on the Issue from Issues list. The Issue page will open. Input comment in the comment box, click Add Comment.

View Options:

Add an Option:

Click Add New Option from the Issue page. At the bottom of edit page, fill out the Option form. Indicate Option State as “Not Agreed”. Then click on Save.
2.6 Reach agreements

For the win condition that has no issue, the shaper will tag agree on that win condition. For the win condition that has issue and options, after negotiation the stakeholders will pick the best option, then that option will be tagged as agree, which means this win condition is agreed based on the selected option.

For the win condition that has issue and options, stakeholders negotiate agreement on proposed Options and pick the most suitable one in order to achieve win-win situation, stakeholders may introduce more assumptions, constraints, terms, issues, options and win conditions. The Win Win Equilibrium state is achieved when: 1) all Win Conditions are covered by agreements, 2) there is no unresolved issues.

Agreed Win Conditions

<table>
<thead>
<tr>
<th>Converge on Win Conditions (Win Condition List)</th>
</tr>
</thead>
<tbody>
<tr>
<td>State</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
</tbody>
</table>

Agreed Options

<table>
<thead>
<tr>
<th>Identify Options</th>
</tr>
</thead>
<tbody>
<tr>
<td>State</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
<tr>
<td>Agreed</td>
</tr>
</tbody>
</table>

Resolved Issues

<table>
<thead>
<tr>
<th>Identify Issues</th>
</tr>
</thead>
<tbody>
<tr>
<td>State</td>
</tr>
<tr>
<td>Resolved</td>
</tr>
</tbody>
</table>
D. Continuous Refinement of WIOA

To adapt to the evolving nature of requirements, stakeholders can refine the negotiation as the project proceeds. The triggers for continuous refinement can be new stakeholders, new terminologies, concurrent prototyping, modified win conditions, new or changed issues, new or changed agreements, etc.
Part II Special Guidelines for Shapers

A. Set up WinWin Negotiation Context

1. Setup Stakeholder access to project Web

Select project group from Twiki Groups

Add stakeholders to project group

Click “Edit”, add stakeholder’s WikiName (Main.WikiName) to this line:

* Set GROUP =

Note: You should not change this line:

* Set ALLOWTOPICCHANGE =

2. Input stakeholder contact information and roles

Select “Identify Stakeholder” from the Project WebHome

Use the edit table to add stakeholder contact information
**Stakeholder contact information**

<table>
<thead>
<tr>
<th>Stakeholder</th>
<th>Contact Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>DaYang</td>
<td><a href="mailto:dayang@usc.edu">dayang@usc.edu</a></td>
</tr>
<tr>
<td>DWu</td>
<td><a href="mailto:dwu@usc.edu">dwu@usc.edu</a></td>
</tr>
<tr>
<td>SueKaplan</td>
<td><a href="mailto:sue@usc.edu">sue@usc.edu</a></td>
</tr>
<tr>
<td>YiYang</td>
<td><a href="mailto:yiy@usc.edu">yiy@usc.edu</a></td>
</tr>
<tr>
<td>AlexLam</td>
<td><a href="mailto:alexl@usc.edu">alexl@usc.edu</a></td>
</tr>
<tr>
<td>TomTan</td>
<td><a href="mailto:tom@usc.edu">tom@usc.edu</a></td>
</tr>
<tr>
<td>VuNguyen</td>
<td><a href="mailto:nguyen@usc.edu">nguyen@usc.edu</a></td>
</tr>
</tbody>
</table>

Edit “StakeholderRoleForm” to add stakeholders

![StakeholderRoleForm](image)

Edit “StakeholderRoleMapping” topic to add stakeholder roles

![StakeholderRoleMapping](image)

**B. NegotiateWIOA**

**1. Update Terminology**

For special terms that will be used in the project, the shaper has to clarify those terms, so every stakeholder will understand the same word in the same way. Some abbreviation may mean different things for different group of people. Some technology terms may mean different things in the next few months.
Guidelines for WikiWinWin

Identify new domain specific term

For every uncommon term, the shaper has to identify and collect them into the glossary list. This is to make sure that every stakeholder understands the same word in the same way. Some abbreviation may mean different things for different group of people. Some technology terms may mean different things in the next few months. Some common word but has specific meaning regarding to the project should also be clarified. So, the shaper has to make sure that the people who will read this project documentation will know what each uncommon word means. such as XML, COTS, Reviewer, etc.

Define the meaning

For every captured term, the shaper defines the explanation or description.

2. Add new Win Condition Category

Shaper adds the proposed new Win Condition category to the WIOA tree.

Add new Win Condition Category to the taxonomy:

Edit “WinConditionCategories” topic, Copy & paste the new category name from “Comment on Win Condition Categories” to the corresponding section in the taxonomy.
3. Review and rewrite Win Conditions

The results of brainstorming tend to be unconstraint, wordy and partially redundant list of Win Conditions. Shaper will review all win conditions, remove duplications, inconsistencies and prepare a clean and converged set of win conditions for stakeholders to discuss.

If a win condition covers several aspects, shaper may split it into several Win Conditions that belong to different categories. This makes the individual Win Conditions more comprehensible. Conversely, shaper may merge similar win conditions into one Win Condition to reduce redundancy. If there are win conditions that are in the wrong category, shaper will replace it into the right category.

When shaper adding a new Win Condition for other stakeholders, he should change the “creator” to stakeholders who proposed the Win Condition. The initial “State” of the new Win Condition should be “Not Agreed”.

4. Facilitate Prioritizing Win Conditions

Shaper will generate a page for each stakeholder to prioritize all the win conditions. The survey will ask individual stakeholders to rate on the degree on 10 on each win condition about degree of business importance and degree of easy in implementation. At the end, shaper will take the result and look for discrepancy on each win condition.

Prepare

The shaper will take the rewritten win conditions and prepare a form in table like format.

Select “ExampleSurveyPage” at the bottom of “SurveyPanels” topic, edit the topic to copy & paste all Win Conditions

Edit “SureyPanels” topic to create “PageForXXX” topic for each stakeholder
Edit each “PageForXXX” topic, copy & paste content from survey form

Export survey result

After the stakeholders completed the survey form, the shaper can export the survey results into a spreadsheet application.

Analyze Survey Result

On the same win condition, the shaper can detect the discrepancy from the value on the survey form. If ratings are significantly different, the shaper has to investigate for the reason.

The survey results are helpful in revealing discrepancy among stakeholders’ opinion about individual Win Conditions. Shaper will identify Win Conditions where consensus is low and investigate for the reason. Shaper will also find win conditions that potentially have conflict with each other.
Organize Win Conditions into four categories:

- Low hanging fruits – LHF
- Maybe later – MLR
- Forget them – FGT
- Important with hurdles – IWH

<table>
<thead>
<tr>
<th>Unimportant</th>
<th>Important</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy</td>
<td>Maybe later</td>
</tr>
<tr>
<td>Difficult</td>
<td>Forget them</td>
</tr>
<tr>
<td></td>
<td>Important with hurdles</td>
</tr>
</tbody>
</table>
5. Identify and input issues

If a Win Condition statement is partially agreed, shaper may split the Win into agreement and Issue.

If a Win Condition is ambiguous and led to the discrepancy, shaper should rewrite it. If similar Issues are raised for a Win Condition, shaper may merge them.

On the same win condition, shaper can detect the discrepancy from the value on the survey form. If ratings are significantly different, the shaper has to investigate for the reason and record it as potential issue for stakeholders to discuss.

During iterative negotiation, shaper will help the team to converge on the key issues for each Win Condition from meeting discussion, stakeholders’ comment, etc.

6. Identify and input options

If similar Options are attached to an Issue, shaper may merge them.

If an Option statement is partially agreed, shaper may split the Option into agreement and Issue.

During iterative negotiation, shapers help the team to converge on the key options for each Issue from meeting discussion, stakeholders’ comment, etc.

7. Generate agreements

For the win condition that has no issue, the shaper will mark agree on that win condition. For the win condition that has issue and options, after negotiation the stakeholders will pick the best option, then that option will be marked as agree, which means this win condition is agreed based on the selected option.

To trace WinWin agreements with LeanMBASE artifacts, shaper will add identifier for WinWin agreements.
8. Check WinWin Equilibrium

Stakeholders’ win conditions are converged at a WinWin equilibrium condition when all the win conditions are covered by agreements and there are no outstanding issues. Shaper can use “Check WinWin equilibrium” to facilitate stakeholders to maintain WIOA consistency and completeness.

**Check Consistency**

The shaper has to check that each agreed win conditions are in the correct win condition category. There is no conflict among Win Conditions and Options. Any agreed Win Condition has no unresolved Issue. Any resolved Issue as at least one agreed Option.

**Check Completeness**

The shaper has to check all win conditions and its agreed options and make sure that there is no remaining issue.
Guidelines for WikiWinWin

9. Generate WinWin negotiation reports

Shaper will generate the WinWin negotiation report, which contains the agreed win conditions and its selected options and all information that the shaper wants to input in the report.

10. Monitor WIOA changes

Shaper should facilitate continuous use of WikiWinWin after the initial WinWin negotiation session. If stakeholders raise new Issues or Options, change of Agreements, emerging Win Conditions, they should be recorded in WikiWinWin. Shaper will monitor these WIOA changes and request stakeholders’ action

Milestone checkpoints
Guidelines for WikiWinWin

Release and rebaseline WIOAs

Shaper can use the “WIOA release and Rebaseline” feature to generate links to all current version of WIOA pages in a tree structure, then copy and paste these links on a page representing a release and freeze them.

WikiWinWin Tools and Features

- 1. Structured Win Condition Categories
- 2. WIOA (WinCondition, Issues, Option, and Agreement) Tree
- 3. WikiWin Equilibrium Check
  - 3.1 Check Consistency
  - 3.2 Check Completeness
- 4. WIOA Releasing and Rebaseline

Update WIOAs according to ARB discussion and feedback