

iStar 2.0: The i* Core Language and Experiences

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Abstract. Over the last three years the iStar community has worked together to come up with a standardized version of the i* modeling language. Although i* has become a prominent requirements modeling language, language use and interpretation vary widely. The aim of the iStar community effort was to avoid the confusion of multiple versions and interpretations of Eric Yu's original i* language – a barrier to teaching and industrial application, among other things. After many meetings, exchanges, and discussions, the iStar 2.0 Language Guide was released in May of 2016. This guide introduces the iStar 2.0 core language, evolving the basic concepts of i* into a consistent and clear set of core concepts, upon which to build future work and to base goal-oriented teaching materials. This talk provides a brief overview of the iStar 2.0 core, but focuses mainly on the process and decision making behind the production of the reformed language. A timeline of meetings and actions is provided. The talk highlights a number of key decision points, including the softgoals vs. qualities, means-ends links, and actor associations links. For each case, the options and arguments are provided, with a description of the final decisions. The goal here is not to reopen the debate, so much as to provide a record of rationale for the choices. Areas of future work are outlined, including revision of the core based on empirical feedback and the production of teaching materials.

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