**Validation Checklist**

Reviewer 1: **Shahzad Badar**

Designation: **Software Architect**

Organization: **Enterprise Fleet Management, USA**

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| --- | --- | --- |
| **No.** | **Checklist Elements** | **Assessment Y/N**  |
| ***User Requirements*** |
|  | Does framework capture user requirements from the user? | Y |
|  | Does framework show user roles while providing requirements? | Y |
| ***Gamification*** |
|  | Is gamification exhibited in the framework? | Y |
|  | Does selection of game elements justify according to user roles? | Y |
|  | Does game rules properly define? | Y |
|  | Does game rules incorporate the rewarding game elements (e.g., points) | Y |
| ***Ambiguity Detection and Reduction*** |
|  | Does Rule-Based POS tags suitable technique for ambiguity detection? | Y |
|  | Is dictionary of words well-maintained? | Y |
|  | Does ambiguity rules comply with POS tags? | Y |
|  | Do you think user engagement during elicitation can reduce ambiguity? | Y |
| ***Flow and Connectivity***  |
|  | Do you think framework will produce the expected outcome? | Y |
|  | Is mapping of the outcome possible on objective of the study? | Y |
| ***Any other Comments:*** |
|  |

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Reviewer 2: Daniyal Ahmed

Designation: System Development Leader

Organization: Cuboid AS, Norway

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| ***Any other Comments:*** |
| This idea seems to be interesting but it would be more clear how concepts are incorporated once prototyping is developed  |