Skills Needed

1. Listening skills

Good listening skills to understand what people say and to detect what they might be hesitant to say.

2. Interviewing and questioning skills

Excellent questioning skills to talk with individuals and groups about their needs and ask the right questions to surface essential requirements information.

3. Thinking on your feet

BA needs to go beyond planned questions and respond to whatever input you hear from the people you are interviewing.

4. Analytical skills

In order to critically evaluate the information gathered from multiple sources, reconcile conflicts, decompose high-level information into details, abstract up from low-level information to a more general understanding.

5. Systems thinking skills

Some sort of technical thinking is needed to be able to see the interactions and relationships between the people, processes, and technology involved in an environment.

6. Learning skills

Learning skills are very important because a BA needs to learn from past experiences and need to pick up new information quickly.

7. Leadership skills

A BA has to be a good leader to create a collaborative environment and influence people to move toward a common goal.

8. Observational skills

Observational skills are required to validate data obtained via other techniques and expose new areas for elicitation.

9. Communication skills

Communication skills are must communicate information effectively and in appropriate forms to customers, marketing, managers, and technical staff.

10. Organizational skills

Some sort of organizational skill is needed to work with the vast array of information gathered during elicitation and analysis and to cope with rapidly changing information.

11. Modeling skills

BA have to represent requirements information in some graphical forms that augment textual representations in natural language, including using modeling languages already established in the development organization.

12. Interpersonal skills

In order to help negotiate priorities and to resolve conflicts among project stakeholders (such as customers, product management, and engineering).

13. Creativity

To propose requirements and plans in an interesting way that no one ever imagined.