## Stakeholder (glossary)

Product Systems Engineering Background > stakeholder

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- (1) Individual or organization having a right, share, claim, or interest in a system or in its possession of characteristics that meet their needs and expectations (ISO/IEC/IEEE 2015)
- (2) Individual or organization having a right, share, claim, or interest in a system or in its possession of characteristics that meet their needs and expectations; N.B. Stakeholders include, but are not limited to end users, end user organizations, supporters, developers, producers, trainers, maintainers, disposers, acquirers, customers, operators, supplier organizations and regulatory bodies. (ISO/IEC June 2010)
- (3) An individual, team, or organization (or classes thereof) with interests in, or concerns relative to, a system. (ISO/IEC 2007)
- (4) A stakeholder in an organisation is (by definition) any group or individual who can affect or is affected by the achievement of the organisation's objectives. (Freeman 1984)

## Source

(1) ISO/IEC/IEEE. 2015. Systems and Software

Engineering - System Life Cycle Processes. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission/Institute of Electrical and Electronics Engineers (IEC), ISO/IEC/IEEE 15288:2015 (E).

- (2) ISO/IEC. June 2010. Software and Systems Engineering -- Life Cycle Processes -- Requirements Engineering. Geneva, Switzerland: International Organization for Standardization (ISO)/International Electrotechnical Commission (IEC), ISO/IEC CD 29148.
- (3) ISO/IEC. 2007. Systems Engineering--Application and Management of the Systems Engineering Process. Geneva, Switzerland: International Organization for Standards (ISO)/International Electrotechnical Commission (IEC), ISO/IEC 26702:2007.
- (4) Freeman, R.E. 1984. Strategic Management: A stakeholder approach, Boston, Pitman

## **Discussion**

None.

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