

# Module Information of the course Execution Architecture

by *Gerrit Muller* Buskerud University College

e-mail: [gaudisite@gmail.com](mailto:gaudisite@gmail.com)

[www.gaudisite.nl](http://www.gaudisite.nl)

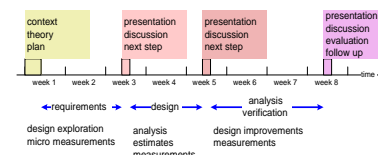
## Abstract

The course execution architecture is a joint effort of Ton Kostelijk and Gerrit Muller. The intention of the course is to help the participants in the practical aspects of designing an execution architecture. Most time during the course is spent in the normal development environment in exploring, measuring and modifying the current design. In the course setting the results are evaluated and next steps are planned. The amount of theory in the course itself is very limited, plenty of theoretical courses exist already.

## Distribution

This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

June 23, 2016  
status: planned  
version: 0



# Course Execution Architecture

by *Gerrit Muller* Buskerud University College

e-mail: `gaudisite@gmail.com`

`www.gaudisite.nl`

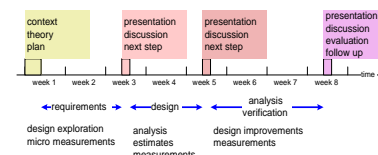
## Abstract

The course Execution Architecture (EA) is described. The program existing of 2 modules and 3 feedback and plan sessions is described. The course format, based mostly on hands on work in real products being created, is explained. The course execution architecture is a joint effort of Ton Kostelijk and Gerrit Muller.

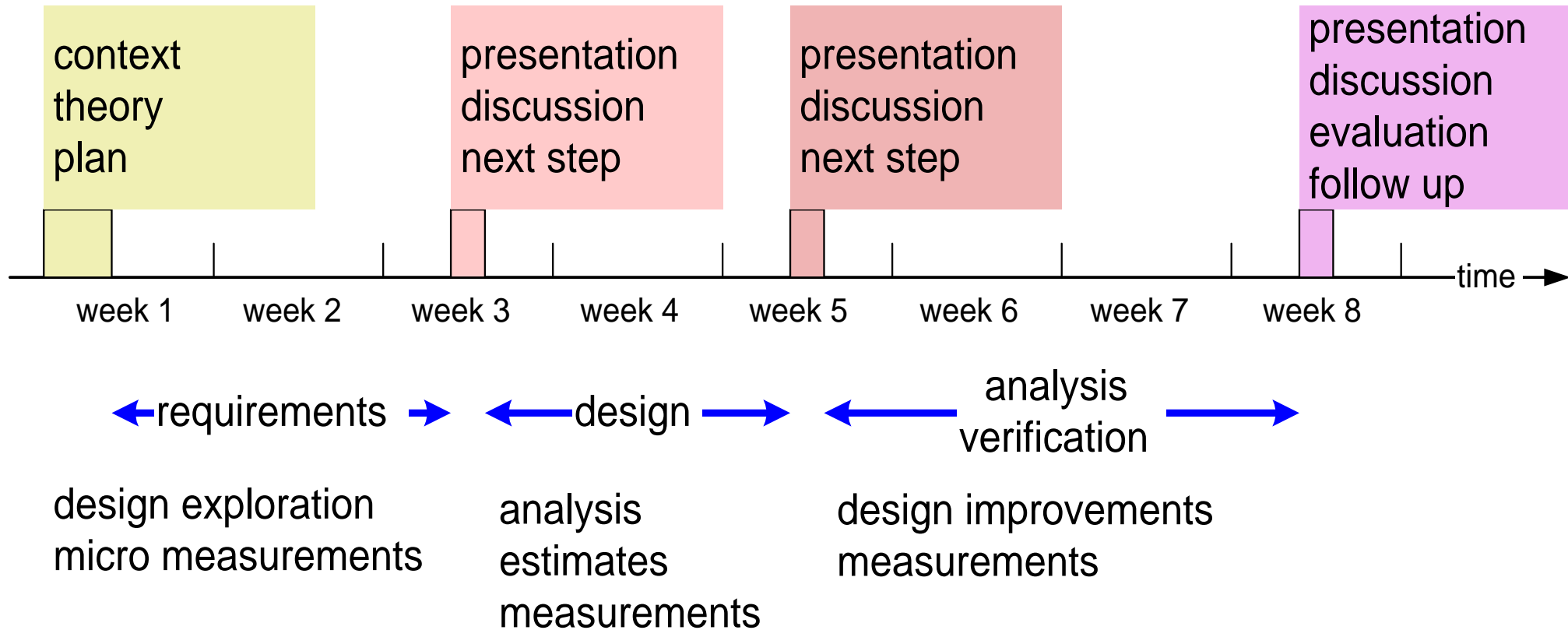
## Distribution

This article or presentation is written as part of the Gaudí project. The Gaudí project philosophy is to improve by obtaining frequent feedback. Frequent feedback is pursued by an open creation process. This document is published as intermediate or nearly mature version to get feedback. Further distribution is allowed as long as the document remains complete and unchanged.

June 23, 2016  
status: planned  
version: 0



# Course Program



# Rules of the Broadcast Part

---

- Please write your questions/remarks/statements on yellow stickers and attach them at the end on the P-flip.  
*These will be used in the interactive section for discussion and to increase insight.*
- Short clarification questions are welcome,  
*Discussion will take place in the interactive part.*
- Stupid questions don't exist. Learning is based on **safe** and **open** interaction.  
*Very individual-oriented questions can be referred to a break or after the session.*

# Rules of the Interactive and the Practice Part

---

- Your contribution is essential.
- Don't monopolize the time. Everyone, also the quiet people, should have the opportunity to contribute.  
*The facilitator will intervene if the contribution is limited to a small group of participants.*
- Respect the contribution of others.  
*Opinions can't be wrong, difference of opinion is normal and called plurality.*
- The course format is highly experimental and based on improvisation, constructive proposals are welcome.  
*It is your course! Regular evaluations will give the opportunity to influence the rest of the course.*

# Evaluation of the Expectations

---

Please write your name and expectations with a marker on one A4 page.

Describe your expectations as one-liner or in a few keywords.

These pages will be displayed on the wall of the room.

At the end of the course we will look back on these expectations, with the purpose of two-way learning.