

# Module Information on the Stakeholders part of the ESA Course

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www.gaudisite.nl

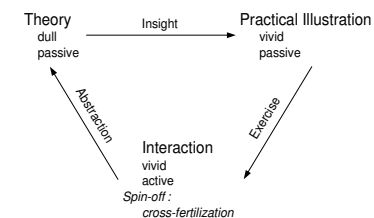
## Abstract

Introduction to the Stakeholders part of the Embedded System Architecting course.

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# ESA Course, Stakeholders Part

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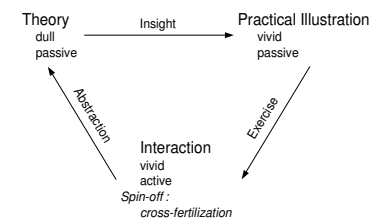
## Abstract

The stakeholder part of the Embedded Systems Architecting (ESA) course is described. The program existing of 6 modules is described. The course format, iterating theory, illustration and interaction is explained.

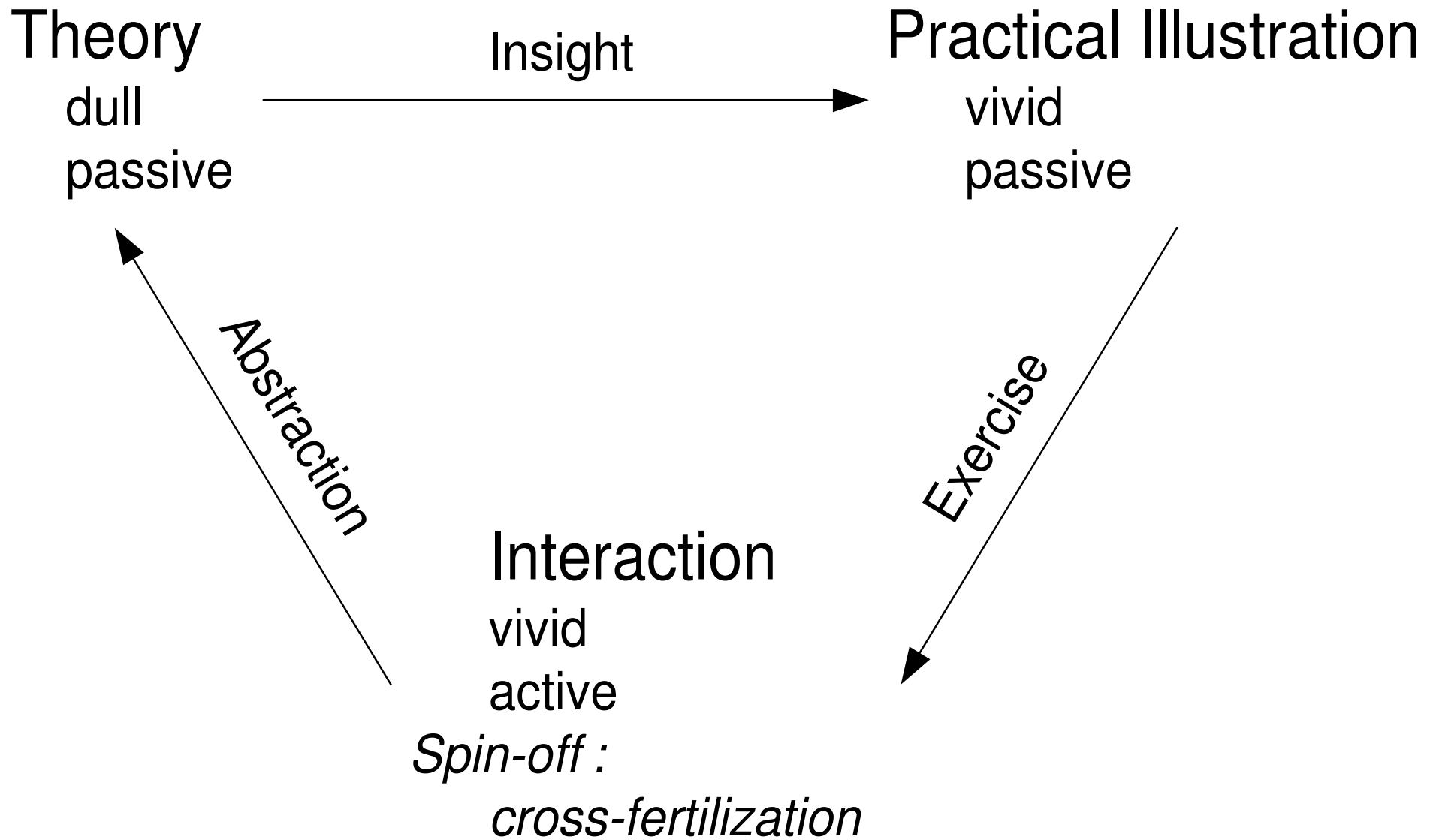
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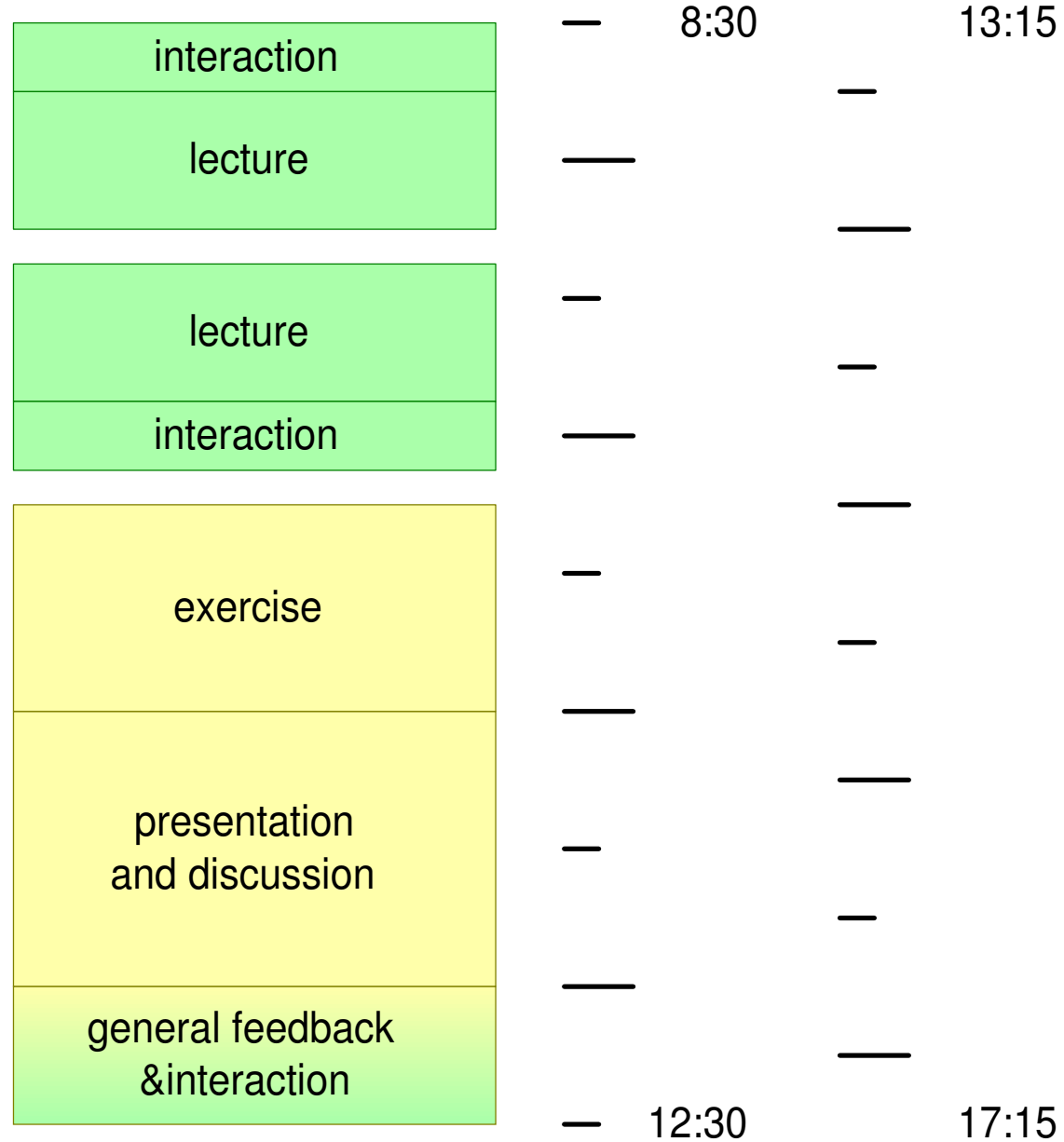
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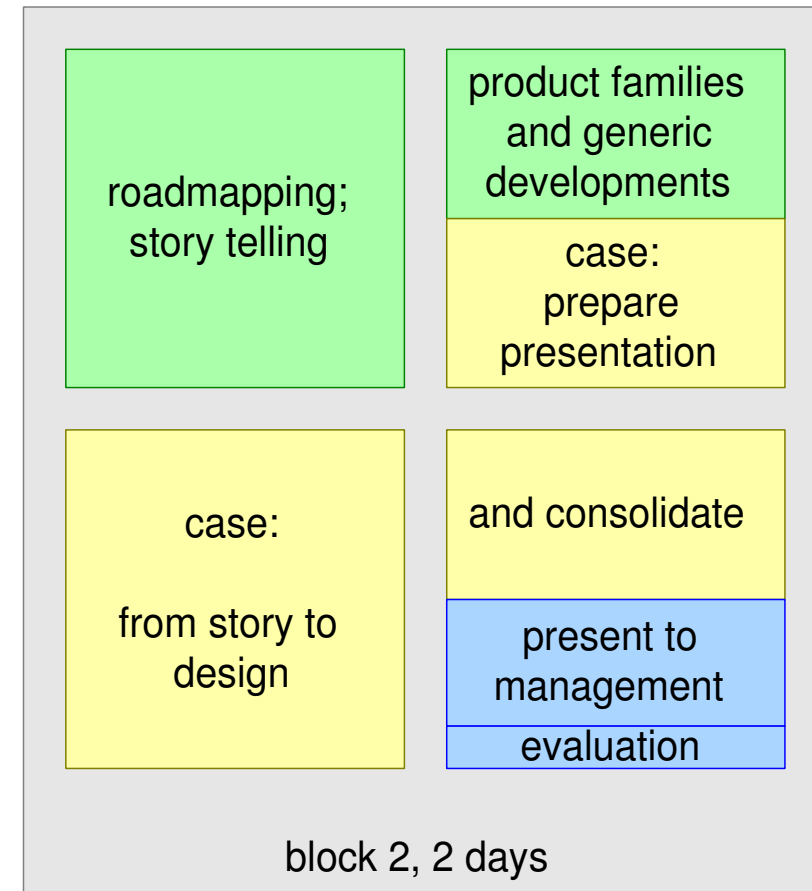
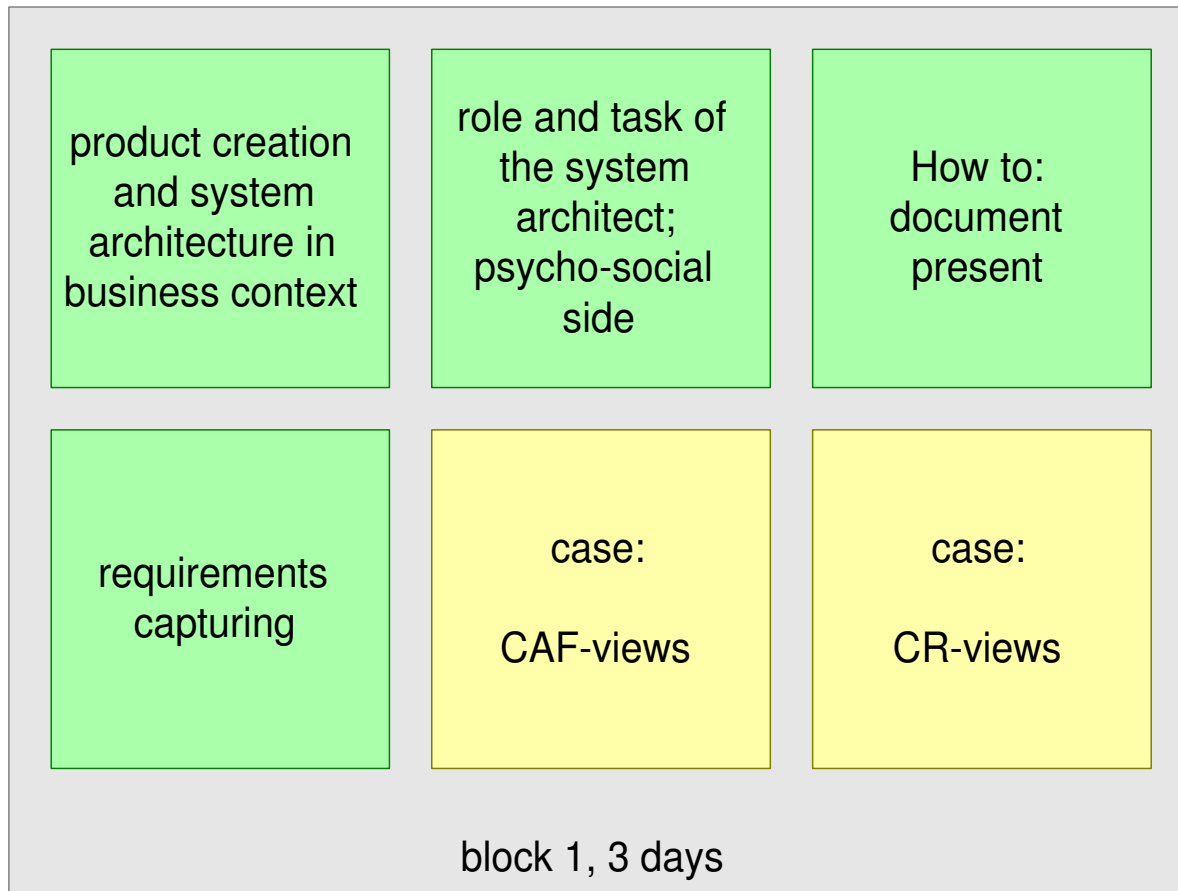
# Complementing Forms



# Template of One Session



# Course Program



# Rules of the Broadcast Part

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- 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

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- 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

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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.



# The Gaudí Project

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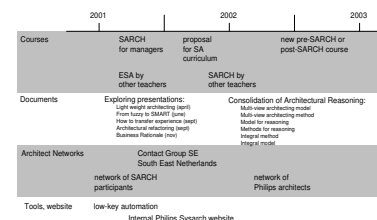
## Abstract

The Gaudí project is described. The goals of the project, the way of working, and an outline for the period 2001 to 2003. The deliverables in terms of documents are positioned by means of a two-dimensional map. Courses based on the Gaudí material are described. The current status of the courses is given.

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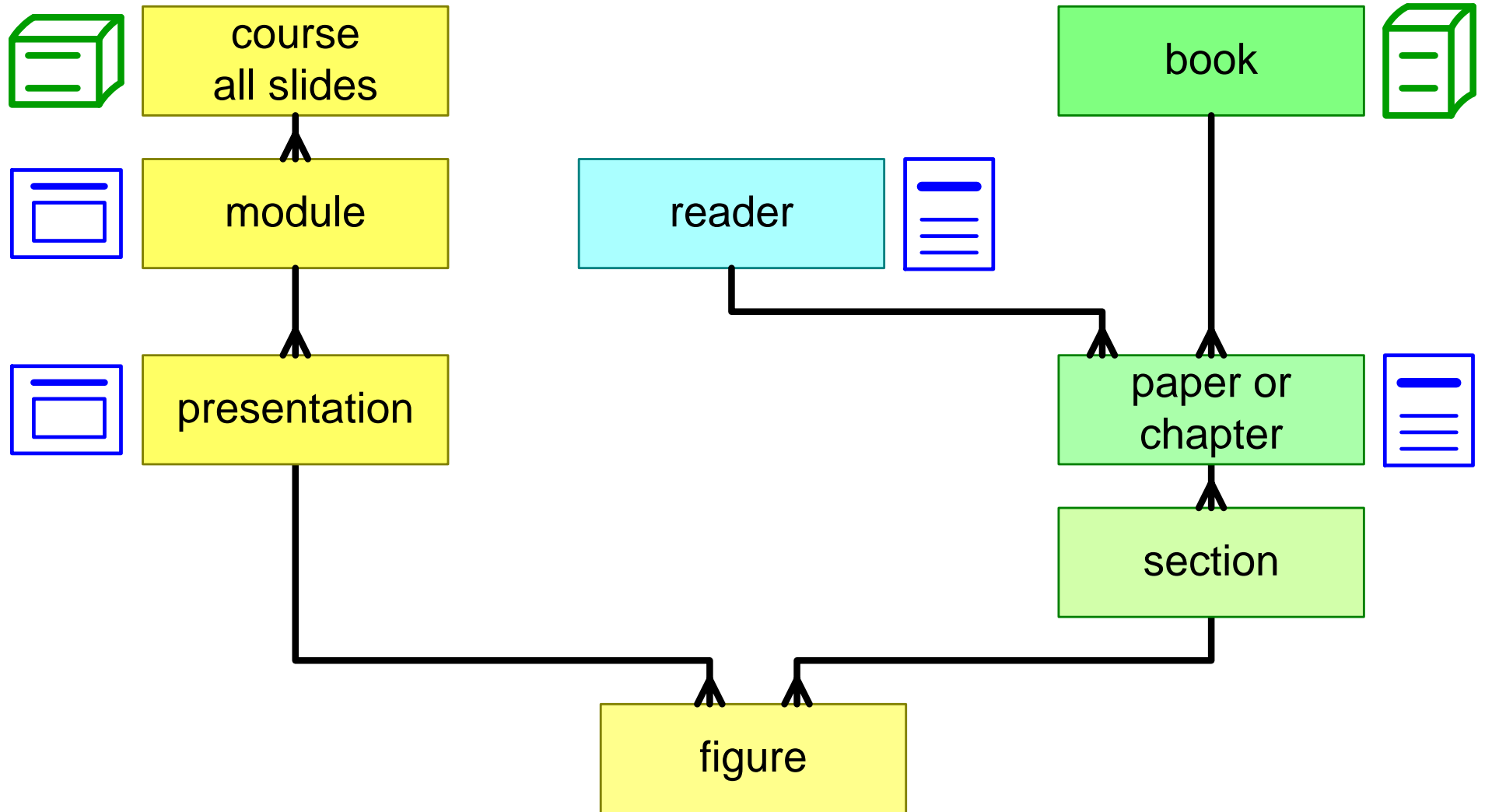


# Goals of the Gaudí Project

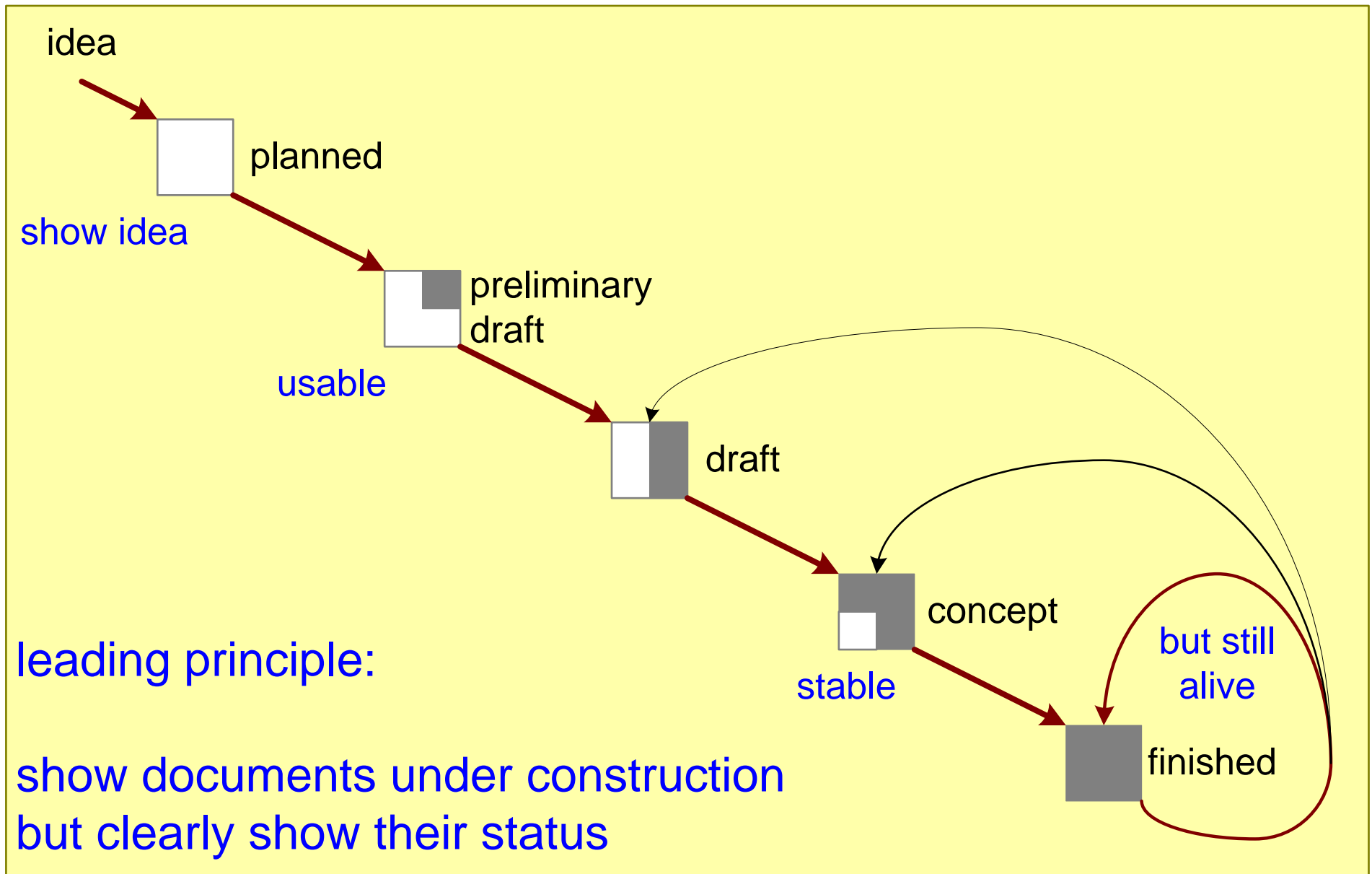
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- Consolidate existing Systems Architecting Methods  
*evaluate, reflect, generalize*
- Make the Systems Architecting art more accessible  
*case descriptions*
- Enable the education of (future) System Architects  
*curriculum, course material*
- Research new or improved Systems Architecting Methods  
*industry as laboratory*

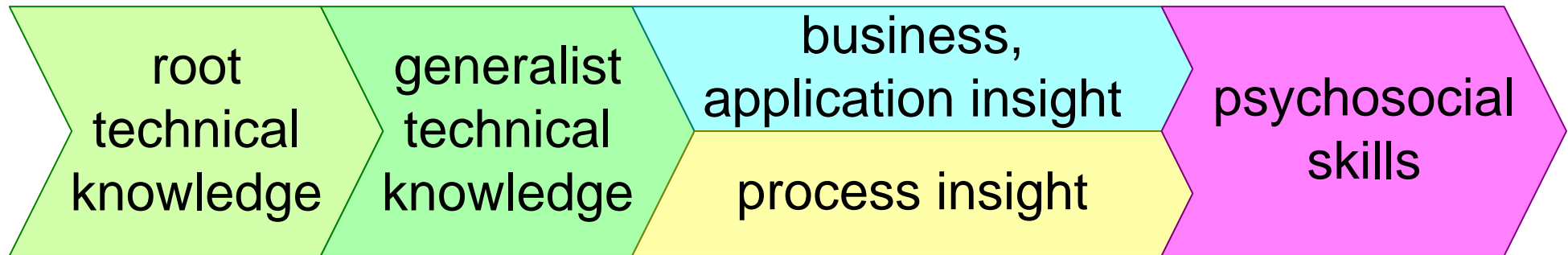
# Modular approach



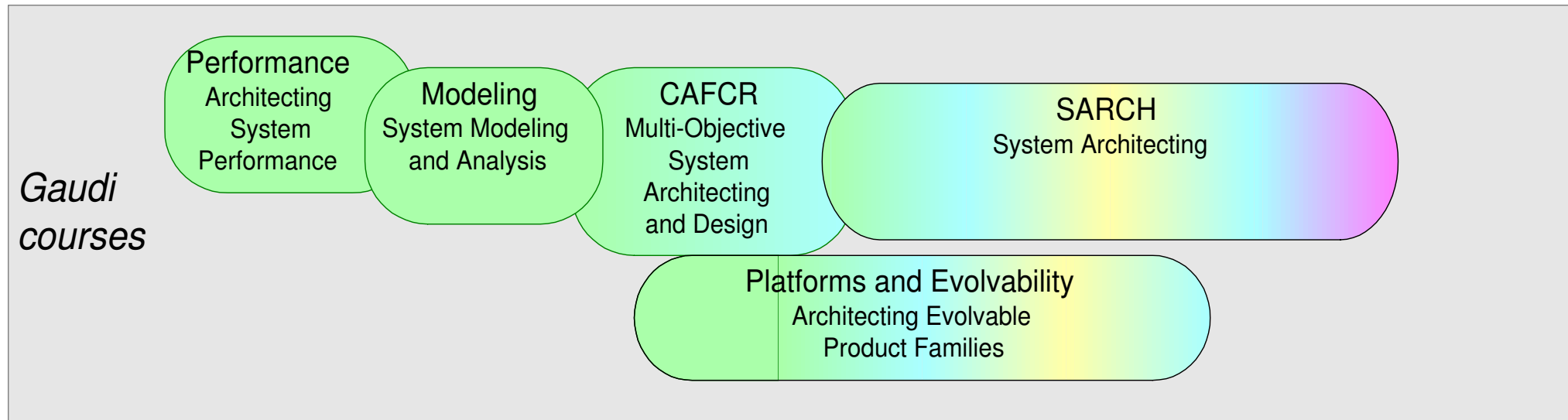
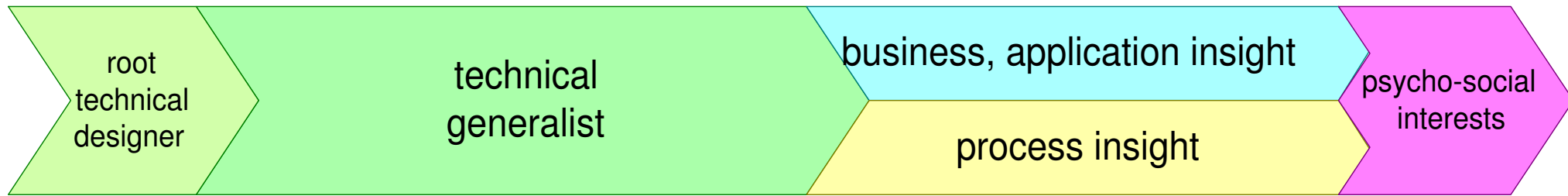
# Show Early to Get Feedback



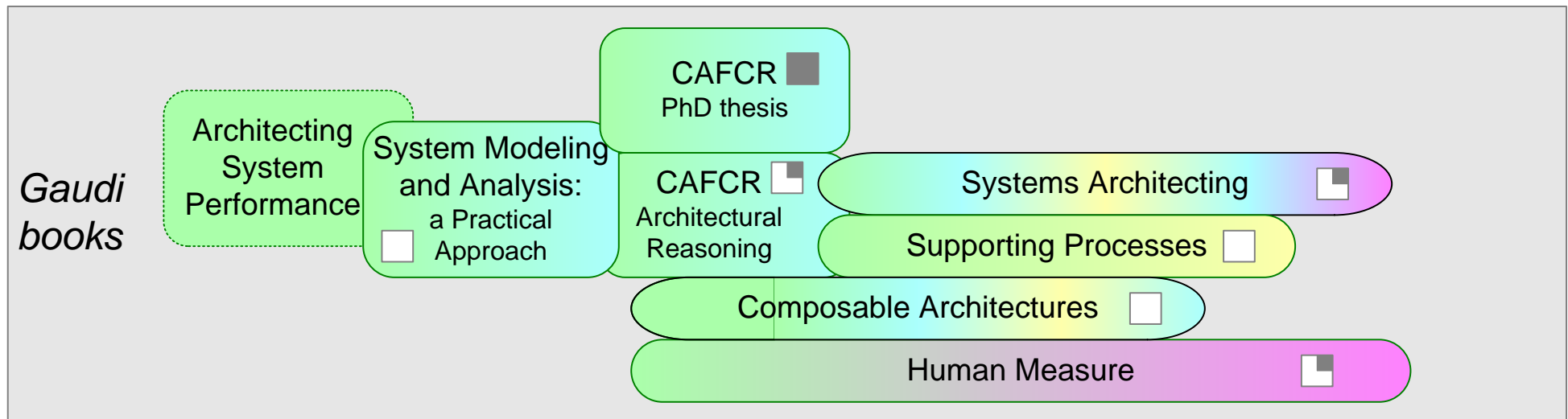
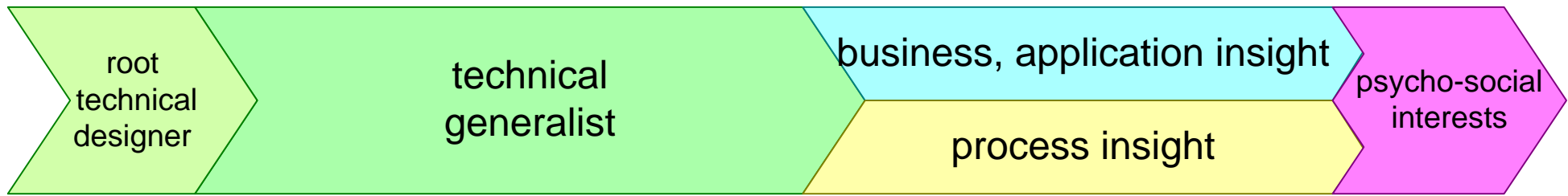
# Growth of the System Architect



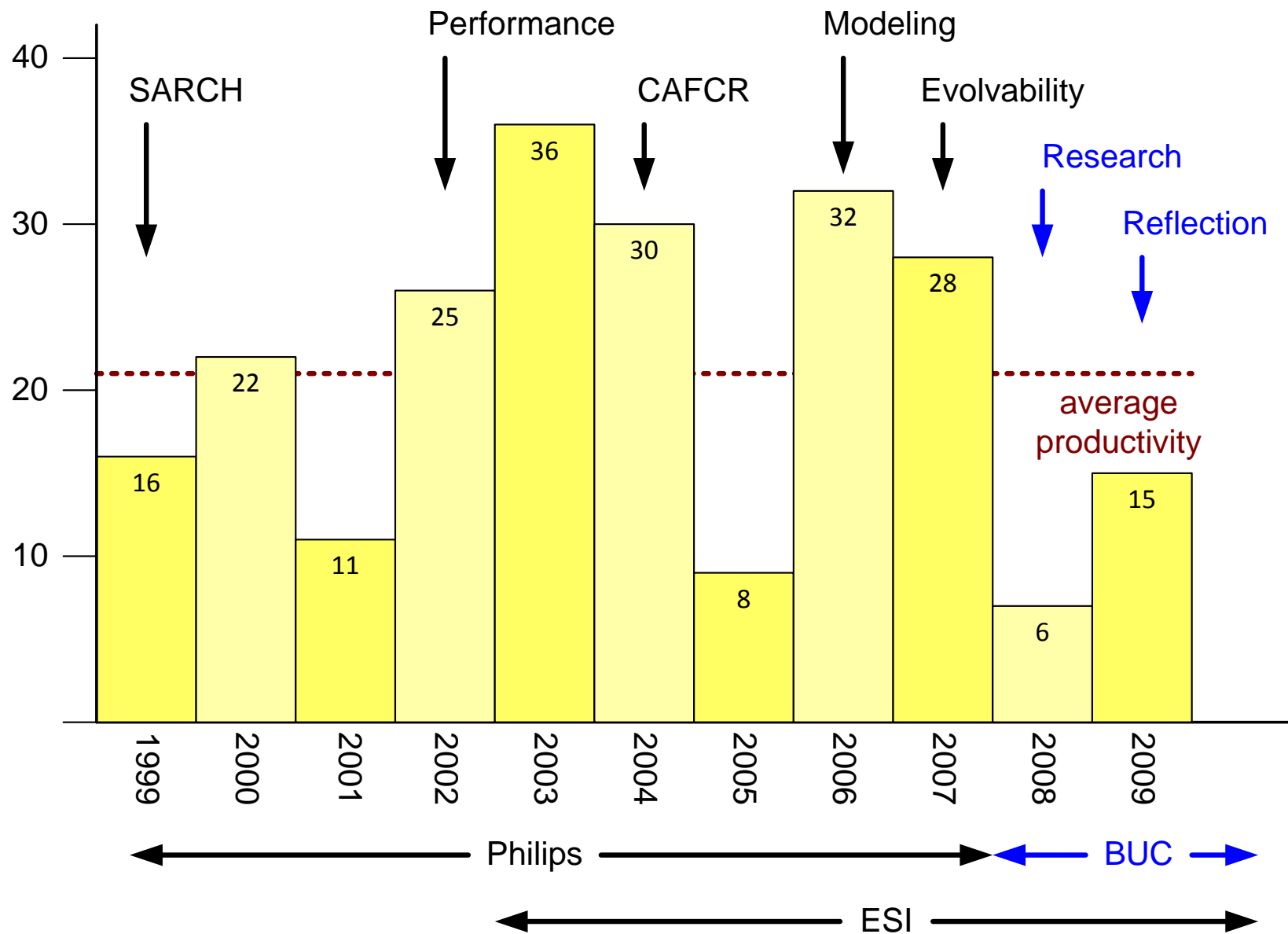
# Positioning Courses



# Positioning Books



# Productivity: number of new entries





# CyberVideo case

