

SESA Course Systems Architecting

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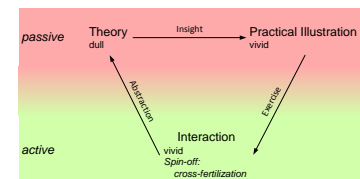
Abstract

This article describes the course Systems Architecting. The course is set up to make the art of system architecting more accessible. The course will address a wide spectrum of issues in relation with system architecture, such as: Processes, Business, Role and task of the system architect (team), Roadmapping, System Architect toolkit, Technical, Skills, and Psycho Social

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.

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Program

Session 1 Positioning the System Architecture Process, Product Creation Process

Session 2 Role and Task of the System Architect

Session 3 Requirements Capturing

Session 4 System Architect Toolkit

Session 5 Roadmapping

Session 6 Product Families, generic developments

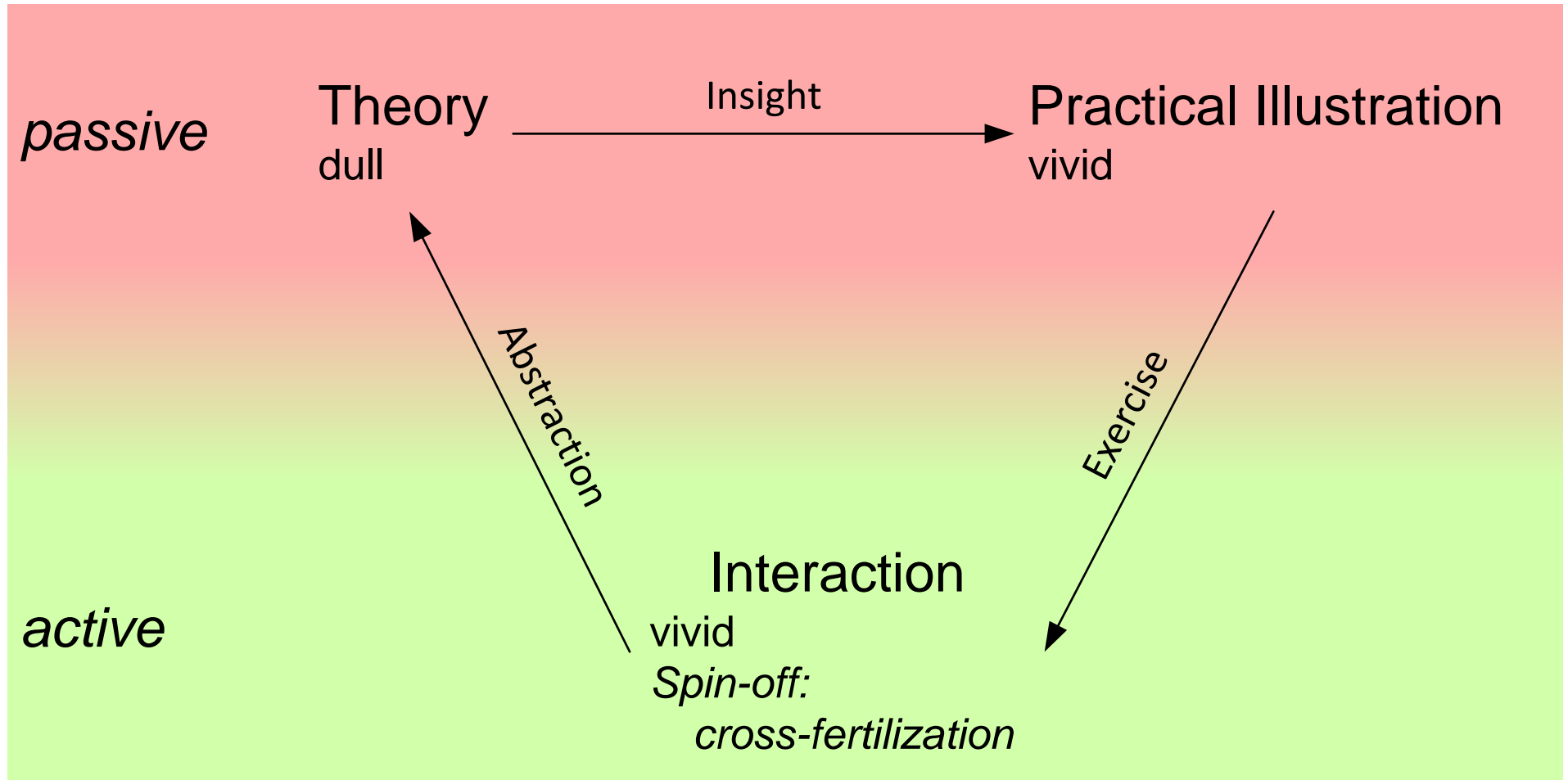
Session 7 Documentation, reviewing and other supportive processes;
The role of Software in complex products

Session 8 BoM presentation

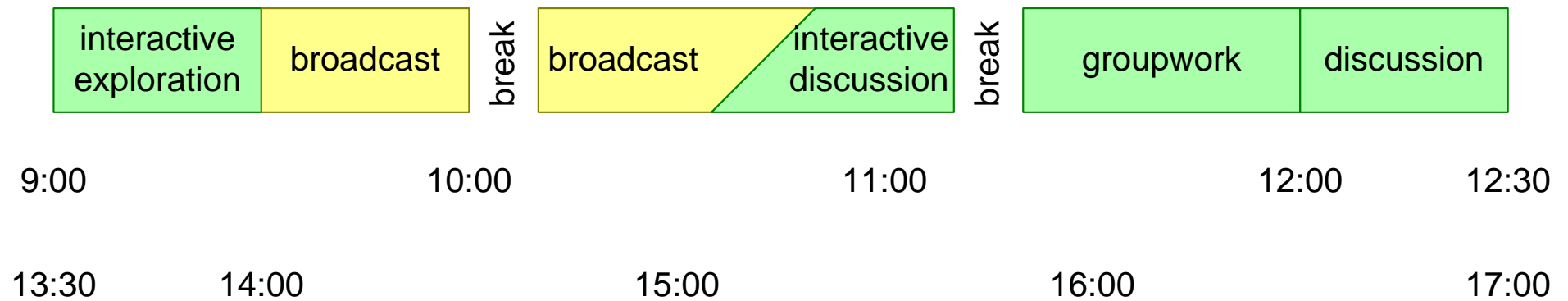
Session 9 Psycho Social side

Session 10 Wrap up, Expectations, How to continue, Evaluation

Structure



Timing Template of one subject



Rules of the Interactive Parts

- 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.

Rules of the Broadcast Parts

- 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.