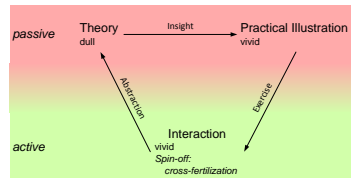


SESA Course Systems Architecting

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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

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1 Course Goals

The goal of this course is to enable system architects to mature faster, by giving a wide overview. For non system architects the objective is to improve the cooperation between the system architect and other roles, such as project leader, marketing manager and technology manager.

2 Program

The program purposefully alternates process, business and technology views, see Figure 1. The timing of the program can be adapted to the amount of information and interaction that is needed per subject. However the alterations of subjects will be followed more strictly, because the change in viewpoint is essential for understanding the whole picture.

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	online combined in half day
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	online combined in half day
Session 10 Wrap up, Expectations, How to continue, Evaluation	

Figure 1: Program of the course

The structure of the course is shown in figure 2. In other words the theory of the course is that theory, illustration and interaction will alternate.

This alternation follows the general timing as presented in figure 3.

The first step is an interactive exploration of the subject. This exploration is followed by a "broadcast" lecture in which theory and illustration are given. The amount of illustration is "experimental", due to the Philips wide target group; Examples will be based on experience of the trainer, while it is hoped that during the interaction the attendants will bring forward illustrations from their own environment

The interaction is done in 2 steps: an interactive discussion with the entire class and a work session in smaller groups. The instruction for the group work is given during the interactive discussion.

The entire subject is closed by a short collective session with conclusions and evaluation.

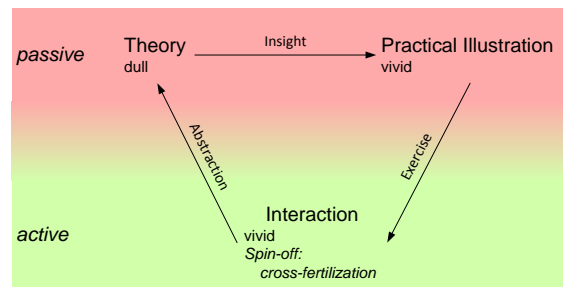


Figure 2: Alternation of theory, illustration and interaction will be used to maximize the educational effect

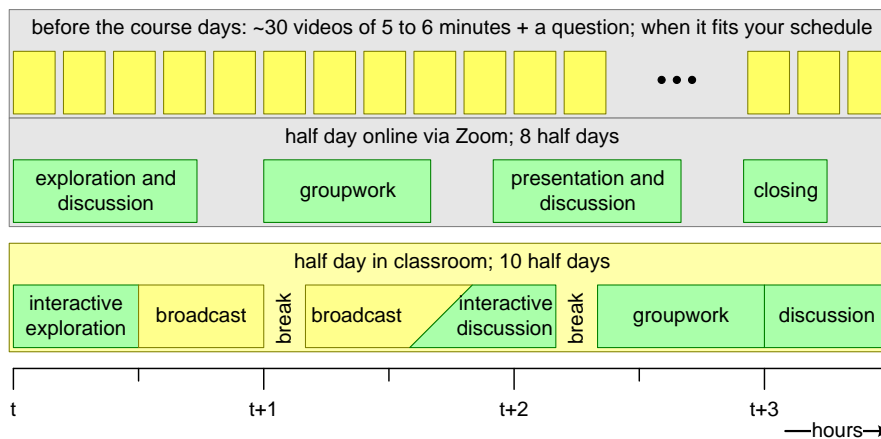


Figure 3: Timing per subject of the alternating theory, illustration and interaction

3 Rules during the course

The rules of the broadcast part are:

- 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.

The rules of the interactive and the practice part are:

- 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.

4 Evaluations

Basic part of learning is the evaluation of what has been done. The course will use 3 types of evaluations:

- Personal expectations
- Benefit and Concerns on a regular base
- The CTT evaluation form

The personal expectations are recorded at the very beginning of the course. At the end we look back at these initial expectations. This has a two-way evaluation effect:

Personal Did you start with the right expectation level? Was it realistic? Did you achieve the learning goals formulated in this expectation?

Trainer and CTT Did we communicate the right information to enable people to select this course? Do we apply the right selection criteria?

The benefit and concern evaluation method is based on the basic feedback method, which prescribes to start with formulating the strong points, before addressing the weaker issues. The idea is that improvement is based on building on the strong points and to change with respect to the weaker issues. A side effect is

that everyone is forced to think also about the positive aspects, not only about the negative.

The benefit and concern evaluation is done regular, in the beginning with a high frequency, to be able to adapt the course directly.

The benefits and concerns are collected by a brainstorm or on yellow stickers. The rule is that one should always start with a benefit before mentioning a concern.

The benefit and concern method is widely used by CAP Gemini employees, often called B&C or Beer&Chips.

The CTT evaluation form is the "standard" CTT evaluation form which evaluates the different aspects of the course.

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History

Version: 2.4, date: April 5, 2021 changed by: Gerrit Muller

- updated timing template with online version
- changed status into concept

Version: 2.3, date: January 28, 2015 changed by: Gerrit Muller

- updated figures theory, illustrations, interaction and program template
- changed in title system architecture into systems architecting and SARCH into SESA

Version: 2.2, date: April 24, 2002 changed by: Gerrit Muller

- updated abstract
- changed program into figure
- changed status in draft

Version: 2.1, date: April 24, 2002 changed by: Gerrit Muller

- minor editorial changes

Version: 2.0, date: October 5, 2001 changed by: Gerrit Muller

- added section "Course goals"

Version: 1.2, date: october 2, 2000 changed by: Gerrit Muller

- program "Requirements" and "Roadmapping" exchanged in the programming
- layout change

Version: 1.1, date: august 9, 2000 changed by: Gerrit Muller

- added references to the bibliography
- made the document not course specific
- removed exercises from this document

Version: 1, date: january12 2000 changed by: Gerrit Muller

- changed the course dates to february 2000
- shifted the "Product Creation Process" to monday morning
- shifted "roadmapping" to tuesday morning
- added exercises
- removed empty subsections
- references added

Version: 0, date: november 2 1999 changed by: Gerrit Muller

- Created, no changelog yet