

Tutorial 2 at MODPROD 2015 Workshop

Modeling of Software Processes

by

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Abstract:

Kernel and Language for Software Engineering Methods (Essence) became an OMG standard in November 2014. The language is a UML-like notation for describing methods and processes of any Software Engineering method, both agile and waterfall. The standard contains a kernel of concepts that are common to all types of projects. This kernel can be extended, and adapted in various dimensions, for instance, by adding practices to the method. We have used the beta version in project courses and will walk through the kernel and perform some practical exercises.

The dynamics of software processes are normally hard to understand, and decisions are often based on argumentation analysis. In the tutorial we will briefly review work in how to apply some basic principles of systems engineering to get a more complete picture of bottle-necks and trade-offs.

Speaker's bio:

Professor Kristian Sandahl has 25 years of industrial and academic experience in areas such as, large-scale software engineering, requirements engineering, software development methods, quality assurance, knowledge acquisition and expert systems. Kristian Sandahl is a true enthusiast for applied research in collaboration between industry and academia and has led many doctoral and master level students to successfully combining practice and research.