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Development Methodologies

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Course Overview

- 1. Scope
- 2. The Software Process
- 3. Software Life-Cycle Models
- 4. Teams
- 5. Tools of the Trade
- 6. Reusability, Portability, and Interoperability
- 7. Planning and Estimating
- 8. Object-Oriented Analysis Phase

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Who is that guy?

Professor of Computer Science

- Software Engineering & Distributed Systems
- Current Projects
 - Semantic Web
 - Machine Learning
 - Application to Intelligent Buildings
 - Application Management
 - ...
- Coaching
 - Training and Coaching companies project management techniques & concepts
 - New Development Techniques
 - "Emergency" Project Management

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Tentative Schedule

09.00-09.15 Intro 09.15-09.45 Scope - Overview (the whole seminar in short) 09.45-10.00 Short Test / Break 10.00-10.45 The Software Process 10.45-11.00 Short Test / Break 11.00-11.50 Software Life-Cycle Models

13.00-13.45 Teams
13.45-14.00 Test your Jung Type (Online) / Break
14.00-14.45 Tools of the Trade
14.45-15.00 Break / Short Demo(?)
15.00-15.45 Reusability, Portability and Interoperability
15.45-16.00 Brainstorming Session / Break
16.00-16.20 Planning and Estimating
16.30-16.50 Object-Oriented Analysis Phase
16.50-17.00 Sum up / Business Impacts